

FORCE : _____

	Niv	base	exp	total	%
Armes blanches	<input type="checkbox"/>	---	---	---	---
Armes contondantes	<input type="checkbox"/>	---	---	---	---
Bagarre (10)	<input type="checkbox"/>	---	---	---	---
Chaise roulante	<input type="checkbox"/>	---	---	---	---
Lance Pierres	<input type="checkbox"/>	---	---	---	---
Lancer (20)	<input type="checkbox"/>	---	---	---	---
Mordre	<input type="checkbox"/>	---	---	---	---
Saut (20)	<input type="checkbox"/>	---	---	---	---
Se dégager	<input type="checkbox"/>	---	---	---	---
Soulever (20)	<input type="checkbox"/>	---	---	---	---

DEXTERITE : _____

	Niv	base	exp	total	%
Art	<input type="checkbox"/>	---	---	---	---
Chirurgie	✂	---	---	---	---
Crochetage	✂	---	---	---	---
Electronique	<input type="checkbox"/>	---	---	---	---
Explosifs	✂	---	---	---	---
Maquillage	<input type="checkbox"/>	---	---	---	---
Mécanique	<input type="checkbox"/>	---	---	---	---
Modeler	↑	---	---	---	---
Pickpocket	✂	---	---	---	---
Premiers Soins	<input type="checkbox"/>	---	---	---	---

Chance : _____

AGILITE : _____

	Niv	base	exp	total	%
Acrobatie	<input type="checkbox"/>	---	---	---	---
Camouflage	<input type="checkbox"/>	---	---	---	---
Equilibre (10)	<input type="checkbox"/>	---	---	---	---
Furtivité	<input type="checkbox"/>	---	---	---	---
Grimper (20)	<input type="checkbox"/>	---	---	---	---
Gunfight	<input type="checkbox"/>	---	---	---	---
Souplesse	↑	---	---	---	---
Véhicule ()	<input type="checkbox"/>	---	---	---	---
Véhicule ()	<input type="checkbox"/>	---	---	---	---
Véhicule ()	<input type="checkbox"/>	---	---	---	---

REFLEXION : _____

	Niv	base	exp	total	%
Contes	↑	---	---	---	---
Drogues	✂	---	---	---	---
Informatique	<input type="checkbox"/>	---	---	---	---
Jeopardy	♠	---	---	---	---
Loi	<input type="checkbox"/>	---	---	---	---
Mac Gyver	<input type="checkbox"/>	---	---	---	---
Médecine	<input type="checkbox"/>	---	---	---	---
Piratage Informat.	<input type="checkbox"/>	---	---	---	---
Science ()	<input type="checkbox"/>	---	---	---	---
Science ()	<input type="checkbox"/>	---	---	---	---

ZOMBIES

Feuille
D'Adolescente



Nom : _____
Age : _____
Ethnie : _____
Métier : _____
Joueur : _____

PERCEPTION : _____

	Niv	base	exp	total	%
Armes de poing	<input type="checkbox"/>	---	---	---	---
Cachette	↑	---	---	---	---
Entendre (20)	<input type="checkbox"/>	---	---	---	---
Filature	<input type="checkbox"/>	---	---	---	---
Fusil	<input type="checkbox"/>	---	---	---	---
Sécurité	✂	---	---	---	---
Sentir (20)	<input type="checkbox"/>	---	---	---	---
Sniper	✂	---	---	---	---
Spiritisme	<input type="checkbox"/>	---	---	---	---
Voir (20)	<input type="checkbox"/>	---	---	---	---

CONSTITUTION : _____

	Niv	base	exp	total	%
Course (20)	<input type="checkbox"/>	---	---	---	---
Cracher	<input type="checkbox"/>	---	---	---	---
Dur à cuire	♠	---	---	---	---
Endurance	<input type="checkbox"/>	---	---	---	---
Lance Flammes	✂	---	---	---	---
Lance Missiles	✂	---	---	---	---
Mitraillette	✂	---	---	---	---
Nage	<input type="checkbox"/>	---	---	---	---
Roupiller	♠	---	---	---	---
Sport ()	<input type="checkbox"/>	---	---	---	---

VOLONTE : _____

	Niv	base	exp	total	%
Borné	↑ / ♠	---	---	---	---
Concentration	<input type="checkbox"/>	---	---	---	---
Hypnose	✂	---	---	---	---
Investigation	<input type="checkbox"/>	---	---	---	---
Occultisme	✂	---	---	---	---
Rituel	✂	---	---	---	---
Sang Froid	<input type="checkbox"/>	---	---	---	---

CHARME : _____

	Niv	base	exp	total	%
Attendrir	↑	---	---	---	---
Baratin	<input type="checkbox"/>	---	---	---	---
Empathie	<input type="checkbox"/>	---	---	---	---
Etiquette	<input type="checkbox"/>	---	---	---	---
Guider	<input type="checkbox"/>	---	---	---	---
Pitié	♠	---	---	---	---
Séduction	<input type="checkbox"/>	---	---	---	---

PERVERSION : _____

	Niv	base	exp	total	%
Commander	<input type="checkbox"/>	---	---	---	---
Connaissance Rue	<input type="checkbox"/>	---	---	---	---
Dressage	<input type="checkbox"/>	---	---	---	---
Ecoeurer	<input type="checkbox"/>	---	---	---	---
Intimidation	<input type="checkbox"/>	---	---	---	---
Mensonge	<input type="checkbox"/>	---	---	---	---
Sénilité	♠	---	---	---	---

INITIATIVE :

Agilité _____ +1d10

ESQUIVE :

(Réflexion+Agilité) x 2
Base exp total
Esquive _____ %

EQUIPEMENT

ARGENT

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.....
.....

Points de vie (Système Basique)

Score Total : _____
Décompte : _____
Constitution + (Force/2) = _____

MARQUES DU DESTIN

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COMPETENCES

- ✂ réservée à un métier
- ↑ réservée aux enfants
- ♠ réservée aux vieillards

Niveau	Bonus	Coût
Amateur	+10	1
Professo.	+20	2

Niveau	Bonus	Coût
Maitre	+40	4
Expert	+60	8