

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	✱ <input type="checkbox"/>	---	---	%
Crochetage	✱ <input type="checkbox"/>	---	---	%
Electronique	<input type="checkbox"/>	---	---	%
Explosifs	✱ <input type="checkbox"/>	---	---	%
Maquillage	<input type="checkbox"/>	---	---	%
Mécanique	<input type="checkbox"/>	---	---	%
Modeler	† <input type="checkbox"/>	---	---	%
Pickpocket	✱ <input type="checkbox"/>	---	---	%
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	† <input type="checkbox"/>	---	---	%
Véhicule ()	<input type="checkbox"/>	---	---	%
Véhicule ()	<input type="checkbox"/>	---	---	%
Véhicule ()	<input type="checkbox"/>	---	---	%

REFLEXION :

	Niv	base	exp	total
Contes	† <input type="checkbox"/>	---	---	%
Drogues	✱ <input type="checkbox"/>	---	---	%
Informatique	<input type="checkbox"/>	---	---	%
Jeopardy	♠ <input type="checkbox"/>	---	---	%
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 de Femme



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

PERCEPTION :

	Niv	base	exp	total
Armes de poing	<input type="checkbox"/>	---	---	%
Cachette	† <input type="checkbox"/>	---	---	%
Entendre (20)	<input type="checkbox"/>	---	---	%
Filature	<input type="checkbox"/>	---	---	%
Fusil	<input type="checkbox"/>	---	---	%
Sécurité	✱ <input type="checkbox"/>	---	---	%
Sentir (20)	<input type="checkbox"/>	---	---	%
Sniper	✱ <input type="checkbox"/>	---	---	%
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	♠ <input type="checkbox"/>	---	---	%
Endurance	<input type="checkbox"/>	---	---	%
Lance Flammes	✱ <input type="checkbox"/>	---	---	%
Lance Missiles	✱ <input type="checkbox"/>	---	---	%
Mitraillette	✱ <input type="checkbox"/>	---	---	%
Nage	<input type="checkbox"/>	---	---	%
Rouppiller	♠ <input type="checkbox"/>	---	---	%
Sport ()	<input type="checkbox"/>	---	---	%

VOLONTE :

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

CHARME :

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

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 : Constitution + (Force/2) = _____

Décompte :

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
Maître	+40	4
Expert	+60	8