

**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



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"/>	---	---	---	%
Roupiller ⚡	<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  \_\_\_\_\_ %

**Points de vie (Système Basique)**

Score Total : \_\_\_\_\_ Constitution + ( Force/2 ) = \_\_\_\_\_

Décompte : \_\_\_\_\_

**EQUIPEMENT**

**ARGENT**

.....  
 .....  
 .....

**MARQUES DU DESTIN**

.....  
 .....

**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