

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"/>	---	---	%

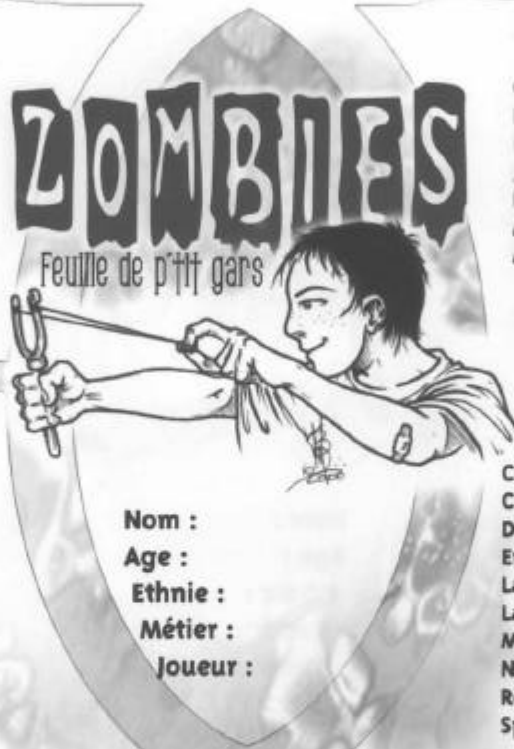
Chance : _____

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"/>	---	---	%



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 _____ %

EQUIPEMENT

ARGENT

.....

MARQUES DU DESTIN

.....

Points de vie (Système Basique)

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

Décompte :

COMPETENCES

- ✕ réservée à un métier
- † réservée aux enfants
- ♁ réservée aux vieillards

	Niveau	Bonus	Coût	Niveau	Bonus	Coût
Amateur	+10	1		Maître	+40	4
Professo.	+20	2		Expert	+60	8