

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 MÂLE



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"/>	---	---	-%
Roupiiller	♠ <input type="checkbox"/>	---	---	-%
Sport ()	<input type="checkbox"/>	---	---	-%

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

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

.....

Points de vie (Système Basique)

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

Décompte :

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