

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 vieux

**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"/>	---	---	---

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

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"/>	---	---	---

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