

| NOM                       | Valeur            |  | [MOD] | Attributs |            | POINTS DE VIE (Endurance.1,5+Force/2) |       |     |           |         |
|---------------------------|-------------------|--|-------|-----------|------------|---------------------------------------|-------|-----|-----------|---------|
|                           | Race:             |  |       |           | RS. Recul  | 6+END                                 | TOTAL |     |           |         |
| Sexe:                     | Age:              |  |       | Aj. DMG   | (F/2)-5    | D. Temp                               |       |     |           |         |
| Taille:                   | Poids:            |  |       | Mod. TV   | PER+2      | LOC                                   | Mêlée | Tir | Bl. Grave | Amputer |
| Yeux:                     |                   |  |       | Mod. ACC  | RAP-10     | Tête                                  | 12    | 12  | 4+END     | 10+END  |
| Cheveux:                  |                   |  |       | E. Combat | Force      | Bras G                                | 10-11 | 11  | 5+END     | 12+END  |
| Description:              |                   |  |       | E. Voyage | Fx2+5      | Bras D                                | 8-9   | 10  | 5+END     | 12+END  |
|                           |                   |  |       | E. Max    | Fx5+5      | Poitrine                              | 7     | 7-9 | 8+END     | 16+END  |
|                           |                   |  |       | SAN       | Volonté x5 | Abdomen                               | 5-6   | 3-6 | 7+END     | 14+END  |
|                           |                   |  |       | Tripes    | V/2+Rg     | Jambe G                               | 3-4   | 2   | 6+END     | 14+END  |
|                           |                   |  |       | Gueule    | P/2+F-10-B | Jambe D                               | 1-2   | 1   | 6+END     | 14+END  |
|                           |                   |  |       | Beauté    | NA         |                                       |       |     |           |         |
|                           |                   |  |       |           | ND         |                                       |       |     |           |         |
| Famille :                 | Traits d'histoire |  | coût  |           |            |                                       |       |     |           |         |
|                           |                   |  |       |           |            |                                       |       |     |           |         |
| Métier / classe sociale : |                   |  |       |           |            |                                       |       |     |           |         |
|                           |                   |  |       |           |            |                                       |       |     |           |         |
| Notes & revenus :         |                   |  |       |           |            |                                       |       |     |           |         |
|                           |                   |  |       |           |            |                                       |       |     |           |         |

| Compétence               | Valeur | MOD.C   | MOD.D | Total |                                     |
|--------------------------|--------|---------|-------|-------|-------------------------------------|
| [D] Athlétisme           |        | AGI+FOR |       |       | <input type="checkbox"/>            |
| [D] Chercher             |        | INT&PER |       |       | <input type="checkbox"/>            |
| [D] Discrétion           |        | AGI&PER |       |       | <input type="checkbox"/>            |
| [D] Escamotage           |        | AGI&RAP |       |       | <input type="checkbox"/>            |
| [D] Inventer             |        | INT     |       |       | <input type="checkbox"/>            |
| [D] Nager                |        | FOR&END |       |       | <input type="checkbox"/>            |
| [D] Survie               |        | PER&INT |       |       | <input type="checkbox"/>            |
| [D] Survie Urbaine       |        | PER&CHA |       |       | <input type="checkbox"/>            |
| [D] Vigilance            |        | 2+PER   |       |       | <input type="checkbox"/>            |
| [D] Res. Physique (!)    |        | VOL     |       |       | <input type="checkbox"/>            |
| [D] Surprise (!)         |        | PER&CHA |       |       | <input type="checkbox"/>            |
| [D]                      |        |         |       |       | <input type="checkbox"/>            |
| [C] Culture              |        | INT*    |       |       | <input checked="" type="checkbox"/> |
| [C] Littérature          |        | INT*    |       |       | <input checked="" type="checkbox"/> |
| [C] Médecine             |        | INT-3*  |       |       | <input checked="" type="checkbox"/> |
| [C] 1ers Soins           |        | INT&EMP |       |       | <input type="checkbox"/>            |
| [C] Sciences             |        | INT-3*  |       |       | <input checked="" type="checkbox"/> |
| [C] Technique            |        | INT-3*  |       |       | <input checked="" type="checkbox"/> |
| [C]                      |        |         |       |       | <input type="checkbox"/>            |
| [S] Psychologie          |        | INT&EMP |       |       | <input type="checkbox"/>            |
| [S] Tchatche             |        | PRS&EMP |       |       | <input type="checkbox"/>            |
| [S] Troc                 |        | PRS&INT |       |       | <input type="checkbox"/>            |
| [S]                      |        |         |       |       | <input type="checkbox"/>            |
| [ ]                      |        |         |       |       | <input type="checkbox"/>            |
| [ ]                      |        |         |       |       | <input type="checkbox"/>            |
| C. Secondaires & Métiers |        |         |       |       |                                     |
| [s] Informatique         |        | INT*    |       |       | <input type="checkbox"/>            |
| [s]                      |        |         |       |       | <input type="checkbox"/>            |
| [s]                      |        |         |       |       | <input type="checkbox"/>            |
| [s]                      |        |         |       |       | <input type="checkbox"/>            |
| [s]                      |        |         |       |       | <input type="checkbox"/>            |
| [s]                      |        |         |       |       | <input type="checkbox"/>            |
| [s]                      |        |         |       |       | <input type="checkbox"/>            |
| [s]                      |        |         |       |       | <input type="checkbox"/>            |

| Expérience & évolution |                |               |           |                |  |
|------------------------|----------------|---------------|-----------|----------------|--|
| Rang Actuel :          | Points EXP :   | EXP           | +SAN      | =Total         |  |
| Total PT:              | - PT utilisés: | =PT restants: |           |                |  |
| Talent                 | PT investis    | +Entr.(Hrs)   | =Total PT | Rang du Talent |  |
|                        |                |               |           |                |  |
|                        |                |               |           |                |  |
|                        |                |               |           |                |  |
|                        |                |               |           |                |  |
|                        |                |               |           |                |  |
|                        |                |               |           |                |  |
|                        |                |               |           |                |  |

| Santé mentale & Maux de l'esprit |            |              |            |        |          |
|----------------------------------|------------|--------------|------------|--------|----------|
| Originale                        | Volonté x5 | - Pertes     | = Actuelle |        |          |
| Choc                             | VOL        | Trauma       | Volonté/2  | Folie  | Volonté  |
| Instable                         | Vx2 à Vx3  | Déséquilibré | Vx1 à Vx2  | Dément | 00 à Vx1 |
| Folies & Phobies :               |            |              |            |        |          |
|                                  |            |              |            |        |          |
|                                  |            |              |            |        |          |
|                                  |            |              |            |        |          |
|                                  |            |              |            |        |          |

| Compétence           | Valeur | MOD.C     | MOD.D | Total |                          |
|----------------------|--------|-----------|-------|-------|--------------------------|
| [CA] A. Légères      |        | AGI       |       |       | <input type="checkbox"/> |
| [CA] A. Longues      |        | AGI       |       |       | <input type="checkbox"/> |
| [CA] A. Lourdes      |        | 2+AG&FO   |       |       | <input type="checkbox"/> |
| [CA] Lancer          |        | AGI       |       |       | <input type="checkbox"/> |
| [CA] Tir             |        | AGI&PER   |       |       | <input type="checkbox"/> |
| [CC] Esquive         |        | RAP       |       |       | <input type="checkbox"/> |
| [CC] Feinte          |        | PRS       |       |       | <input type="checkbox"/> |
| [CC] Pugilat & Lutte |        | AGI+FOR   |       |       | <input type="checkbox"/> |
| [CF] A. de Poing     |        | 2+AGI     |       |       | <input type="checkbox"/> |
| [CF] A. d'Épaule     |        | 2+AG+PE/2 |       |       | <input type="checkbox"/> |
| [CF] A. Lourdes      |        | PER       |       |       | <input type="checkbox"/> |
| [ ]                  |        |           |       |       | <input type="checkbox"/> |

