



Name _____

Concept _____

Description _____

MIGHT ___D+___

Courage ___D+___ □

Force ___D+___ □

Intimidation ___D+___ □

Melee ___D+___ □

Stamina ___D+___ □

AGILITY ___D+___

Dexterity ___D+___ □

Dodge ___D+___ □

Elegance ___D+___ □

Marksmanship ___D+___ □

Movement ___D+___ □

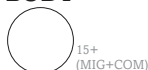
DEFENSE



SOAK



BODY



ARMOR



XP



CUNNING ___D+___ **COMPOSURE** ___D+___

Eloquence ___D+___ □

Machines ___D+___ □

Préparation ___D+___ □

Survival ___D+___ □

Vigilance ___D+___ □

Erudition ___D+___ □

Etiquette ___D+___ □

Healing ___D+___ □

Stealth ___D+___ □

Willpower ___D+___ □

NOTES _____

WEAPONS	0	1	2	3	4	5+
Light	1	2	4	6	8	10
Medium	1	3	6	9	12	15
Heavy	2	4	8	12	16	20
Massive	2	5	10	15	20	25
Monstrous	3	6	12	18	24	30

+Column0 per quality above

HELP: +1D (TN12) or +2D (TN18)

XP : 3XP per session + bonus
0D, 1D, 1D+1, 1D+2, 2D, 2D+1, 2D+2, 3D, etc.

Attributes : number of D to reach x 5XP

Skills: number of D to reach x 1XP
+ Expert Skill 10XP