



Nom \_\_\_\_\_  
 Joueur \_\_\_\_\_  
 Saga \_\_\_\_\_  
 Peuple \_\_\_\_\_  
 Concept \_\_\_\_\_  
 Niveau \_\_\_\_\_ Expérience \_\_\_\_\_

## Caractéristiques

Force \_\_\_\_\_  
 Dextérité \_\_\_\_\_  
 Constitution \_\_\_\_\_  
 Intelligence \_\_\_\_\_  
 Sagesse \_\_\_\_\_  
 Charisme \_\_\_\_\_

Points de vie \_\_\_\_\_

Points d'énergie \_\_\_\_\_

## Avantages

Attaque (For, Int)      \_ + \_ = \_  
 Défense (Dex, Cha)    \_ + \_ = \_  
 Sauvegarde (Con, Sag) \_ + \_ = \_

Âge \_\_\_\_\_  
 Poids \_\_\_\_\_  
 Taille \_\_\_\_\_  
 Cheveux \_\_\_\_\_  
 Yeux \_\_\_\_\_  
 Peau \_\_\_\_\_

## Compétences générales

Acrobaties (Dex, For)\*    \_ + \_ = \_  
 Bluff (Cha, Int)            \_ + \_ = \_  
 Concentration (Sag, Con) \_ + \_ = \_  
 Déguisement (Cha, Dex) \_ + \_ = \_  
 Diplomatie (Cha, Int)    \_ + \_ = \_  
 Discrétion (Dex, Int)\*    \_ + \_ = \_  
 Dressage (Sag, Cha)        \_ + \_ = \_  
 Équitation (Dex, Sag)    \_ + \_ = \_  
 Escalade (For, Dex)\*      \_ + \_ = \_  
 Escamotage (Dex, Int)\*    \_ + \_ = \_  
 Évasion (Dex, For)\*        \_ + \_ = \_  
 Fouille (Int, Sag)          \_ + \_ = \_  
 Intimidation (For, Cha)    \_ + \_ = \_  
 Natation (For, Con)\*      \_ + \_ = \_  
 Perception (Sag, Int)      \_ + \_ = \_  
 Psychologie (Sag, Int)     \_ + \_ = \_  
 Renseignements (Cha, Sag) \_ + \_ = \_  
 Survie (Sag, Con)          \_ + \_ = \_

## Connaissances

\_\_\_\_\_ (Int, Sag)    \_ + \_ = \_  
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## Métiers

\_\_\_\_\_ ( , )    \_ + \_ = \_  
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## Combat

Armes	Catégorie	Attaque	Dégâts	Notes
Mains nues				

Armure	Catégorie	Protection	Encombrement	Notes

  

Bouclier	Catégorie	Défense	Encombrement	Notes

