

NOM :			
Race :		Profession :	
Taille :		Poids :	
Cheveux :		Yeux :	
Age :		Sexe :	
Comportement :		Spécial :	
Niveau :		Experience :	

Caractéristiques	Valeur	Normal	Race	TOTAL
Force (FO)				
Agilité (AG)				
Constitution (CO)				
Intelligence (IG)				
Intuition (IT)				
Présence (PR)				
Apparence (AP)				

Bonus bouclier		BD		Type d'armure	
Royaume		P. Pouvoir		Points de Coups	

Compétence	5%	2%	DM	Carac	Prof	Obj	Sp	Sp	Div	TOTAL
Mouvements Manoeuvres										
Sans Armure	qq	xxx		AG	XX				+0	MM
Cuir Souple	qqq	xxx		AG	XX				-15	MM
Cuir Rigide	qqqqq	xxx		AG	XX				-30	MM
Cotte de Mailles	qqqqqqq	xxx		FO	XX				-45	MM
Plates	qqqqqqqqq	xxx		FO	XX				-60	MM
Armes	Bonus par niveau : _____									
Tranchantes 1 main	qqqqqqqqqqq	qqqqq		FO						BO
Contondantes 1 main	qqqqqqqqqqq	qqqqq		FO						BO
A deux mains	qqqqqqqqqqq	qqqqq		FO						BO
Lancer	qqqqqqqqqqq	qqqqq		AG						BO
Projectiles	qqqqqqqqqqq	qqqqq		AG						BO
Hast	qqqqqqqqqqq	qqqqq		FO						BO
Compétences Générales	Bonus par niveau : _____									
Escalade	qqqqqqqqqqq	qqqqq		AG						MM
Equitation	qqqqqqqqqqq	qqqqq		IT						MM
Natation	qqqqqqqqqqq	qqqqq		AG						MM
Pistage	qqqqqqqqqqq	qqqqq		IG						MS
Subterfuges	Bonus par niveau : _____									
Embuscade	qqqqqqqqqqq	qqqqq		xxx	XX	XX				SP
Filat/Dissim.	qqqqqqqqqqq	qqqqq		PR						SP
Crochetage	qqqqqqqqqqq	qqqqq		IG						MS
Désarm. Pièges	qqqqqqqqqqq	qqqqq		IT						MS
Compétences de Magie	Bonus par niveau : _____									
Lecture de Runes	qqqqqqqqqqq	qqqqq		IG						MS
Utilisation d'objets	qqqqqqqqqqq	qqqqq		IT						MS
Direction de sorts	qqqqqqqqqqq	qqqqq		AG						BO
Divers										
Perception	qqqqqqqqqqq	qqqqq		IT						MS
Dével. Corporel	qqqqqqqqqqq	qqqqq		CO					+5	SP
Sorts de Base			XX	XXXX						BO
Commandement et Influence			XX	PR	XX					MS
Bonus Défensif			XX	AG	XX					BD
JR Essence			XX	IG	XX					JR
JR Théurgie			XX	IT	XX					JR
JR Poison			XX	CO	XX					JR
JR Maladie			XX	CO	XX					JR