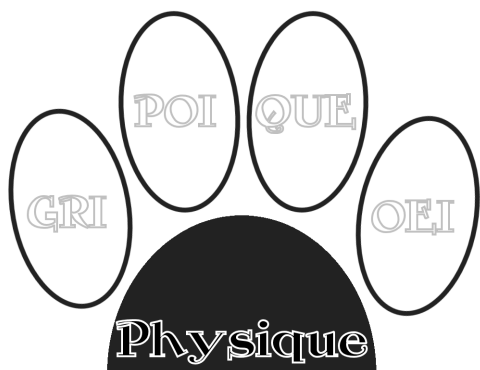




Feuille de personnage

Nom _____ Description _____ Réputation _____



Qualités



Chance



Défauts

Compétences

Nom	Attributs	Base	Rang	Bonus	Malus	TOTAL
Archéologie ^(*)	RON	---	---	---	---	---
Armes à Feu	OEI	---	---	---	---	---
Armes de Jet	OEI	---	---	---	---	---
Armes Blanches	QUE	---	---	---	---	---
Bricolage	(OEI+RON)/2	---	---	---	---	---
Culture Générale	RON	---	---	---	---	---
Combat à Mains Nues	(GRI+POI)/2	---	---	---	---	---
Conduite de Véhicules	RON	---	---	---	---	---
Connaissance de la Rue	(RON+COU)/2	---	---	---	---	---
Déguisement	OEI	---	---	---	---	---
Discretion	QUE	---	---	---	---	---
Droit & Administration ^(*)	RON	---	---	---	---	---
Equitation	(VIB+QUE)/2	---	---	---	---	---
Escalade	(QUE+GRI)/2	---	---	---	---	---
Langage Natale	RON	---	---	---	---	---
Langage Etrangère ^(*)	RON	---	---	---	---	---
Leadership	GAR	---	---	---	---	---
Orientation	VIB	---	---	---	---	---
Persuasion	(GAR+COU)/2	---	---	---	---	---
Psychologie Féline	(RON+VIB)/2	---	---	---	---	---
Psychologie Humaine	RON	---	---	---	---	---
Saut	QUE	---	---	---	---	---
Secourisme ^(*)	RON	---	---	---	---	---
Séduire	COU	---	---	---	---	---
Survie	(RON+VIB)/2	---	---	---	---	---
Trouver un Objet Caché	(GAR+VIB)/2	---	---	---	---	---
Us & Coutumes Humaines ^(*)	RON	---	---	---	---	---

Critiques

^(*) Ces compétences nécessitent au moins le rang 1 pour être utilisées.



Feuille de personnage

Talents psychiques

Nom du talent	Rang Max.	Description

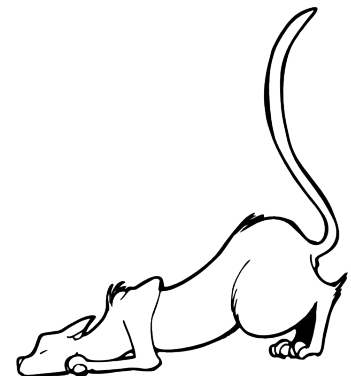
Informations personnelles

Niveaux de talents utilisés

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	0	-1	-1	-1	-1	-1	-1
-1	-1	-2	-2	-2	-2	-3	-3	-4	-5



Niveaux de blessures	Malus
1er & 2ème niveau	-1
3ème & 4ème niveau	-2
5ème & 6ème niveau	-3
7ème & 8ème niveau	-4
9ème & 10ème niveau	-5
Inconscient	3d10 x 5mn
Coma	Spécial
Mort	



Neuf Vies

1	2	3	4	5	6	7	8	9
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