

Investigateur Gabriel GUILLAUCOURT Sexe M
 Profession Ingénieur à la CIWL Age 26
 Diplômes Ecole des Mines
 Né à Armentières (59) le _____
 Phobies _____
 Désordres psy Il est très émotif, une sensibilité à

FOR 0 DEX 14 INT 13 Idée 65
CON 9 APP 13 POU 0 Chance 0
TAI 0 SAN 50 EDU 20 Connais. 100
99-Mythe de CTHULHU 99 Bonus aux dégâts -106

Folie	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Inconscious		0	1	2
3	4	5	6	7
8	9	10	11	12
13	14	15	16	17
18	19	20	21	22
23	24	25	26	27
28	29	30	31	32
33	34	35	36	37

		INCONSCIENCE					
Mort	-2	-1	0	1	2		
3	4	5	6	7	8	9	
10	11	12	13	14	15	16	
17	18	19	20	21	22	23	
24	25	26	27	28	29	30	
31	32	33	34	35	36	37	

<input type="checkbox"/> Anthropologie (01)	_____	<input type="checkbox"/> Grimper (40)	_____
<input type="checkbox"/> Archéologie (01)	_____	<input type="checkbox"/> Géographie (15)	_____
<input type="checkbox"/> Argot (10)	_____	<input type="checkbox"/> Géologie (01)	<u>41</u>
Art et Talent Scénique (05) :	_____	<input type="checkbox"/> Histoire (20)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Histoire Naturelle (10)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Informatique (01)	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Jeu (15)	_____
Artisanat (05) :	_____	<input type="checkbox"/> Lancer (25)	_____
<input type="checkbox"/> <u>Architecture</u>	<u>35</u>	Langue Natale (EDUx5) :	_____
<input type="checkbox"/> <u>Thermodynamique</u>	<u>35</u>	<input type="checkbox"/> _____	<u>100</u>
Arts Martiaux (01) :	_____	Langues Etrangères (01) :	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> <u>Anglais</u>	<u>56</u>
<input type="checkbox"/> _____	_____	<input type="checkbox"/> <u>Italien</u>	<u>36</u>
<input type="checkbox"/> Astronomie (01)	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Baratin (05)	_____	<input type="checkbox"/> Marchandage (05)	_____
<input type="checkbox"/> Bibliothèque (25)	<u>85</u>	<input type="checkbox"/> Monter à Cheval (05)	_____
<input type="checkbox"/> Bicyclette (30)	_____	<input type="checkbox"/> Motocyclette (01)	_____
<input type="checkbox"/> Biologie (01)	_____	<input type="checkbox"/> Mécanique (20)	<u>50</u>
<input type="checkbox"/> Chimie (01)	<u>26</u>	<input type="checkbox"/> Médecine (05)	_____
<input type="checkbox"/> Comptabilité (10)	<u>20</u>	<input type="checkbox"/> Nager (25)	_____
<input type="checkbox"/> Conduire Automobile (20)	_____	<input type="checkbox"/> Navigation (10)	_____
<input type="checkbox"/> Conduire Engin Lourd (01)	_____	<input type="checkbox"/> Occultisme (05)	_____
<input type="checkbox"/> Connaissance des Arts (EDU)	<u>20</u>	<input type="checkbox"/> Oenologie (01)	_____
<input type="checkbox"/> Connaissance Régionale (30)	_____	<input type="checkbox"/> Persuasion (15)	_____
<input type="checkbox"/> Crédit (15)	<u>30</u>	<input type="checkbox"/> Pharmacologie (01)	_____
<input type="checkbox"/> Discrétion (10)	<u>45</u>	<input type="checkbox"/> Photographie (10)	_____
<input type="checkbox"/> Dissimulation (15)	_____	<input type="checkbox"/> Physique (01)	<u>51</u>
<input type="checkbox"/> Droit (05)	_____	Piloter (01) :	_____
<input type="checkbox"/> Déguisement (01)	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Ecouter (25)	<u>45</u>	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Electricité (10)	<u>35</u>	<input type="checkbox"/> _____	_____
<input type="checkbox"/> Esquiver (DEXx2)	<u>28</u>	<input type="checkbox"/> Premiers Soins (30)	_____

The first two studies were conducted by researchers at the University of Michigan, who found that people who had been exposed to violence during childhood were more likely to have mental health problems as adults. The third study was conducted by researchers at the University of California, Los Angeles, and found that people who had been exposed to violence during childhood were more likely to have physical health problems as adults. These findings suggest that exposure to violence during childhood can have long-term effects on both mental and physical health.

In addition to these studies, there has been a growing body of research on the impact of violence on children's development. This research has shown that exposure to violence during childhood can lead to a range of problems, including difficulties with learning, social skills, and emotional regulation. It can also lead to increased risk of substance abuse and other behavioral problems. These findings highlight the importance of addressing violence in children's lives and providing them with the support they need to overcome the challenges they face.

One way to address violence in children's lives is through community-based programs that provide support and resources to families and individuals affected by violence. These programs can help to reduce the impact of violence on children's lives and promote their healthy development. Another way to address violence is through policy changes that aim to prevent violence from occurring in the first place. This can include measures such as improving gun safety laws, increasing law enforcement presence in high-risk areas, and promoting conflict resolution training in schools.

Overall, the evidence suggests that exposure to violence during childhood can have significant negative impacts on children's health and development. Addressing violence in children's lives is a complex task that requires a multi-faceted approach involving community, family, and policy-level interventions. By taking steps to prevent violence and provide support to those affected by it, we can help to ensure that all children have the opportunity to grow up healthy and safe.

<input type="checkbox"/> Psychanalyse (01)	_____
<input type="checkbox"/> Psychologie (05)	<u>65</u>
<input type="checkbox"/> Sauter (25)	_____
<input type="checkbox"/> Savoir-vivre (EDUx2)	<u>40</u>
<input type="checkbox"/> Se Cacher (10)	_____
<input type="checkbox"/> Serrurerie (01)	_____
<input type="checkbox"/> Suivre une Piste (10)	_____
<input type="checkbox"/> Trouver Objet Caché (25)	_____
Cthulhu Mythos (00)	_____

☐ Arme de Poing (20) _____
☐ Fusil (25) _____
☐ Fusil de Chasse (30) _____
☐ Mitraillette (15) _____
☐ Mitrailleuse (15) _____

Attaque ou Arme	Toucher (%)	Dommages de l'attaque	Att./ Pts de round vie
<input type="checkbox"/> Coup de Poing (50)	—	1D3+bd	1 -
<input type="checkbox"/> Coup de Tête (10)	—	1D4+bd	1 -
<input type="checkbox"/> Coup de Pied (25)	—	1D6+bd	1 -
<input type="checkbox"/> Lutte (25)	—	spécial	1 -
<input type="checkbox"/>	—	—	—
<input type="checkbox"/>	—	—	—
<input type="checkbox"/>	—	—	—
<input type="checkbox"/>	—	—	—

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