**NOM du perso :**

**Image du perso**

(Créé le --/--/---- NGE --)

Race :

Sexe :

Age :

Peau :

Taille :

Poids :

Cheveux :

Yeux :

Divinités favorites :

Classe :

Expérience actuelle :



\_\_\_ Mètres \_\_\_ Cases

\_\_\_ Mètres \_\_\_ Cases

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|  |  | Valeur |  | Modif |  | Temp |  | Mod |  | Dex |  | Div | |  | Total | |  | Temp |  | |  | | | \_\_\_\_\_\_\_\_manœuvrabilité | | | | |  | Vitesse de base | | | | | | | Avec Armures | | |
| **FOR** force |  |  |  |  |  |  |  |  |  |  |  |  | |  |  | |  |  |  | |  Vol | | |  |  Nat | | | | |  |  Esc | |  |  Creus |
|  |  |  |  |  |  |  |  |  |  |  |  |  | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **DEX** dextérité |  |  |  |  |  |  |  |  |  |  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| **CON**  Constitution |  |  |  |  |  |  |  |  |  |  | | |  | Base | |  | Carac | |  | Magi | |  | Divers | |  | Divers |  | Total | | |  | Temp |  | Modificateurs particuliers | | | | | |
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| **INT**  Intelligence |  |  |  |  |  |  |  |  |  | **Reflexes** Dextérité | | |  |  | |  |  | |  |  | |  |  | |  |  |  |  | | |  |  |  |  | | | | | |
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| **SAG**  Sagesse |  |  |  |  |  |  |  |  |  | **Vigueur** Constitution | | |  |  | |  |  | |  |  | |  |  | |  |  |  |  | | |  |  |  |
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| **CHA**  Charisme |  |  |  |  |  |  |  |  |  | **Volonté** Sagesse | | |  |  | |  |  | |  |  | |  |  | |  |  |  |  | | |  |  |  |



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|  |  |  | | |  | **Résistance à la magie** | | | |  |  | |  |  |  |  |  |  |
|  |  | | BBA | Force | | | Tai | Div | Total | | | Temp |  | Effets |  | Durée |  | Description |
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|  |  | | BBA | Force | | | Tai | Div | Total | | | Temp |  | Effets |  | Durée |  | Description |
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|  | BBA | | For | | | Tai | Div | | | Div | Total | | | Temp | | |  | Dons de combats et capacités spé. |  | Charge | Capacité | | | Dex | | Malus | | Course |
|  |  | |  | | |  |  | | |  |  | | |  | | |  |  |  | Légère |  | | | norme | | norm | | X4 |
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| Armes |  | Attaques | |  | Dégâts | | |  | Critique | | |  | Type | |  | Tai |  |  | Moyenne |  | | | +3 | | -3 | | X4 |
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|  | BBA | | Dex | | | Tai | Div | | | Div | | | Total | | | | Temp |  | Dons de combats et capacités spé. |  |  |
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| Armes |  | Attaques | |  | Dégâts | | |  | Critique | |  | Typ | |  | T |  | Portée |  |  |
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|  | |  | Arm | Bouc | | | | | Dex | | | Tai | | Nat | Par | | | Magie | Sag | | | Div | | |  | Total | | | | |  | Temp | |  | Total PV | | |  | RD | |
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| Armures | | | | |  | | Type | | |  | CA | |  | Dex max | |  | % sorts | | |  | pénal | |  | Vitesse | | | | |  | poids | | | |  | Blessures | | | | | |
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| **Caractéristique** | **Nom de la compétence** | **Bonus total** |  | **Bonus carac** |  | **Rang** |  | **Compétence de classe** |  | **Divers** |  | **Divers** |  | **Divers** |
| Dextérité | Acrobaties |  | = |  | + |  | + |  | + |  | + |  | + |  |
|  | | | | | | | | | | | | | | |
| Intelligence | Alchimie (non possédé) |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | --------------- |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | --------------- |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | --------------- |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | Bijouterie (non possédé) |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | Couture (non possédé) |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | Pièges (non possédé) |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | Forgeron |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | Art de la magie\* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Charisme | Bluff |  | = |  | + |  | + |  | + |  | + |  | + |  |
| **Connaissance :** | | | | | | | | | | | | | | |
| Intelligence | - Exploration \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - Folklore local \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - Géographie \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - Histoire \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - Ingénierie \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - Mystère \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - Nature \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - Noblesse \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - Plan \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - Religion \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | - |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Charisme | Déguisement |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Charisme | Diplomatie |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Dextérité | Discrétion |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Charisme | Dressage \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Dextérité | Equitation |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Force | Escalade |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Dextérité | Escamotage \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | Estimation |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Dextérité | Evasion |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Charisme | Intimidation |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Intelligence | Linguistique |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Force | Natation |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Sagesse | Perception |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Sagesse | Premiers secours |  | = |  | + |  | + |  | + |  | + |  | + |  |
| **Profession :** | | | | | | | | | | | | | | |
| Sagesse | Marin |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Sagesse | Cuisinier |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Sagesse | Psychologie |  | = |  | + |  | + |  | + |  | + |  | + |  |
| **Représentation :** | | | | | | | | | | | | | | |
| Charisme | \_\_\_\_\_ |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Charisme | \_\_\_\_\_ |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Dextérité | Sabotage \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Sagesse | Survie |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Charisme | Utilisation d’OM \* |  | = |  | + |  | + |  | + |  | + |  | + |  |
| Dextérité | Vol |  | = |  | + |  | + |  | + |  | + |  | + |  |
|  | **\*** Formation nécessaire | |  |  |  |  |  |  |  |  |  |  |  |  |
|  | Vision Nocturne | non |  |  | X | Vision dans le noir | | |  |  | non |  |  |  |





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| **DONS** | **ARMES** | **ARMURES** |
| **Niveau** 1 |  |  |
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| **Niveau 3 :** |  |  |
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| **Niveau 5 :** | **TRAITS** | **RACIAL** |
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| **Niveau 7 :** |  |  |
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| **Niveau 9 :** |  |  |
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| **Niveau 11 :** |  |  |
|  | **CLASSE** | |
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| **Niveau 13 :** |  | |
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| **Niveau 15 :** |  | |
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| **Niveau 17 :** |  | |
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| **Armure** (armure) |  | **Taille** (ceinture, ceinturon) |
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| **Tète** (casque, couronne, couvre-chef, diadème, masque, serre-tête) |  | **Bras/Poignets** (bracelets) |
|  |  |  |
| **Front** (bandeau, phylactère) |  | **Mains** (gantelets, gants) |
|  |  |  |
| **Yeux** (lentilles, lunettes, monocle) |  | **Bouclier** (bouclier) |
|  |  |  |
| **Cou** (amulette, broche, charme, collier, médaillon, scarabée) |  | **Pieds** (bottes, chaussons, chaussures) |
|  |  |  |
| **Epaules** (cape, écharpe, manteau) |  | **1er Anneau** |
|  |  |  |
| **Torse** (chasuble, chemise, gilets, veste) |  | **2ème Anneau** |
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| **Corps** (manteau, robe) |  | **Arme magique** (n’occupe pas d’emplacement) |
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| **OBJETS** | **POIDS** | **OBJETS** | | **POIDS** | **OBJETS** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | **POIDS** | | | | | | | | | | |
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|  |  |  | |  | **MUNITIONS** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |  | | | | | | | | | | |
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| **EN DEPOT (préciser l’endroit)** | | | | | **RICHESSES** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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|  |  |  | |  | Gemmes (valeur en PO) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |  | | | | | | | | | | |
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|  |  |  | |  | Pièces de Platine | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |  | | | | | | | | | | |
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