

## Caractéristiques

	<i>original</i>	<i>courant</i>		
<b>FOR</b> ce .....			<b>Effort</b> .....	
<b>CON</b> stitution .....			<b>Endurance</b> .....	
<b>Taille</b> .....				
<b>INT</b> elligence .....			<b>Intuition</b> .....	
<b>FOR</b> ce .....			<b>Chance</b> .....	
<b>DEX</b> terité .....			<b>Agilité</b> .....	
<b>APP</b> arence .....			<b>Charisme</b> .....	
<b>EDU</b> cation .....			<b>Connaissance</b> .....	
<b>SAN</b> té .....				

## Informations personnelles

<b>Nom</b> .....	
<b>Race</b> .....	<b>Genre</b> .....
<b>Âge</b> .....	<b>Movt</b> .....
<b>Taille</b> .....	<b>Poid</b> .....
<b>Nationalité</b> .....	
<b>Profession</b> .....	
<b>Allégeance</b> .....	
<b>Éléments distinctifs</b> .....	
.....	
.....	
.....	

## Compétences

<b>Communication</b> (.....)	Psychotherapy (____%)	..... <input type="checkbox"/>
Bargain (05%)	Science (01%)	..... <input type="checkbox"/>
Command (05%)	.....	..... <input type="checkbox"/>
Disguise (01%)	.....	..... <input type="checkbox"/>
Etiquette (05%)	Strategy (01%)	..... <input type="checkbox"/>
Fast Talk (05%)	Technical (____%)	..... <input type="checkbox"/>
Language, Own (INT/EDU x5%)	.....	..... <input type="checkbox"/>
.....	.....	..... <input type="checkbox"/>
Language, Other (00%)	.....	..... <input type="checkbox"/>
.....	<b>Perception</b> (.....)	
Perform (05%)	Insight (05%)	..... <input type="checkbox"/>
Persuade (15%)	Listen (25%)	..... <input type="checkbox"/>
Status (15+%)	Navigate (10%)	..... <input type="checkbox"/>
Teach (10%)	Research (25%)	..... <input type="checkbox"/>
	Sense (10%)	..... <input type="checkbox"/>
<b>Manipulation</b> (.....)	Spot (25%)	..... <input type="checkbox"/>
Art (05%)	Track (10%)	..... <input type="checkbox"/>
.....		
.....	<b>Physical</b> (.....)	
Craft (05%)	Climb (40%)	..... <input type="checkbox"/>
.....	Drive (____%)	..... <input type="checkbox"/>
.....	.....	..... <input type="checkbox"/>
Demolition (01%)	.....	..... <input type="checkbox"/>
Fine Manip. <sup>a</sup> (05%)	Fly (____%)	..... <input type="checkbox"/>
Heavy Mech. <sup>b</sup> (01%)	Hide (10%)	..... <input type="checkbox"/>
.....	Jump (25%)	..... <input type="checkbox"/>
Repair (15%)	Pilot (01%)	..... <input type="checkbox"/>
.....	.....	..... <input type="checkbox"/>
Slight of Hand (05%)	.....	..... <input type="checkbox"/>
.....	.....	..... <input type="checkbox"/>
<b>Mental</b> (.....)	Projection (DEXx02%)	..... <input type="checkbox"/>
Appraise (15%)	Ride (05%)	..... <input type="checkbox"/>
First Aid (30%)	.....	..... <input type="checkbox"/>
Gaming (INT+POW)	.....	..... <input type="checkbox"/>
Knowledge (____%)	Stealth (10%)	..... <input type="checkbox"/>
.....	Swim (25%)	..... <input type="checkbox"/>
.....	Throw (25%)	..... <input type="checkbox"/>
.....	.....	..... <input type="checkbox"/>
.....	<b>Combat</b> (.....)	
Literacy (____%)	Brawl (25%)	..... <input type="checkbox"/>
.....	Dodge (DEXx02%)	..... <input type="checkbox"/>
.....	Grapple (25%)	..... <input type="checkbox"/>
Medicine (____%)	Martial Arts (01%)	..... <input type="checkbox"/>
.....	.....	..... <input type="checkbox"/>
.....	.....	..... <input type="checkbox"/>

<sup>a</sup>. Fine Manipulation<sup>b</sup>. Heavy Machine

## Points d'énergies

## Personnel

01	02	03	04	05	06	07	08	09
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

Source externe .....

## Points de fatigue

Épuisé : .....

01	02	03	04	05	06	07	08	09
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

Encombrement total .....

## Points de touche

Blessure majeure .....

Mort .....

01	02	03	04	05	06	07	08	09
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

## Localisation de touche

<i>Melée</i>	<i>Localisation</i>	<i>Missile</i>
01-04	<b>JAMBE DROITE</b>	01-03
05-08	<b>JAMBE GAUCHE</b>	04-06
09-11	<b>ABDOMEN</b>	07-10
12	<b>CHEST</b>	11-15
13-15	<b>BRAS DROIT</b>	16-17
16-18	<b>BRAS GAUCHE</b>	18-19
19-20	<b>TÊTE</b>	20

## Sorts et pouvoirs

[illegible]

## Character Points and Failings

Niveau de pouvoir \_\_\_\_\_

Points de personnage \_\_\_\_\_

## Faiblesses ...

[illegible]

## Santé mentale

Fou			00	01	02	03	04	05	06	07	08	09
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	100

## Désordre mental

[illegible]

## Équipement

[illegible]

## Armure

[illegible]

## Armes

**Bonus Dommages:**  $DexSR_{\_\_} + TaiSR_{\_\_} = BaseSR_{\_\_}$

[illegible]

Notes

