

NIVEAUX	
CLASSES	Niveau
<input type="checkbox"/> 1	<input type="text"/>
<input type="checkbox"/> 2	<input type="text"/>
<input type="checkbox"/> 3	<input type="text"/>
<input type="checkbox"/> 4	<input type="text"/>
<input type="checkbox"/> 5	<input type="text"/>

CARACTERISTIQUES			
	Mod. de Carac.	Objet Bonus	Modificateur Temp
STR	STR	_____	STR
CON	CON	_____	CON
DEX	DEX	_____	DEX
INT	INT	_____	INT
SAG	SAG	_____	SAG
CHA	CHA	_____	CHA

STATS

FEATS

The diagram illustrates the formula for calculating a stat value. It shows a sequence of operations: a box labeled 'Bonus' followed by a plus sign, a box labeled 'Stat' followed by a multiplication sign and a box labeled 'Valeur de base', followed by a plus sign, a box labeled 'Buff', followed by a minus sign, a box labeled 'Nerf', and finally an equals sign followed by a box labeled 'Valeur'.

The diagram illustrates a calculation flow for a bonus. It starts with a box labeled 'Bonus' on the left. An arrow points from this box to a label 'Valeur de base'. From 'Valeur de base', an arrow points to a label 'Stat'. From 'Stat', an arrow points to another label 'Stat'. From this second 'Stat', an arrow points to a label 'Valeur'. From 'Valeur', an arrow points to another label 'Valeur'. From this second 'Valeur', an arrow points to a label 'Buff'. From 'Buff', an arrow points to a label 'Nerf'. From 'Nerf', an arrow points to a box on the right. This box has an equals sign '=' next to it. The entire flow is contained within a larger box with a dashed border.

Diagram illustrating the calculation of a stat value:

$$\text{Bonus} + (\text{Stat} \times \text{Valeur de base}) + \text{Buff} - \text{Nerf} = \text{Valeur}$$

[illegible]

=

= _____
