

| NOM | Date Nais | Taille | Poids | Cheveux | Yeux | Carrure | Peau | Pilosité | Odeur |
|------------|------------------|------------------------|-------|---------|-----------------|----------|---------------|-------------------------------|----------------------|
| Cassel | 28/9/1077 | 186cm | 82kg | brun | vert | t. large | | 0 | moustache de bête |
| JUSTE | Origine | 0 1077 | | ondulés | très longs | | | tapis poils | |
| Caractère | Psycho | | | Médical | | | Humour | Niveau Social Base Monétai | |
| agressif | 0 | 0 | | | bon | | EI | 5 516 | |
| 0 | 0 | 0 | | | 40 | | Foi 41 | Horas | animal boucher |
| Famille | père | tanneur-55-parti-Louis | | | frères/sœurs | 2 sœurs | | | fab trapp |
| itinérante | mère | foyer-45-Martine | | | Jeanne-23-ns4 | | 0 | | |
| Origine | étrangère d'Elin | | | | Chantale-21-ns4 | | | | |
| Relation | 0 | | | | 0 | | âge/NS/métier | | |

| Caractéristique | Abbr | Natif | Courant | Max | Temporaire+mod. | NECombat | 5 |
|-----------------|------|-------|---------|-----|-----------------|-----------------|--------|
| FORCE | F | | | | | VO Neutre | 13 |
| Puissance | pui | 25 | 67 | 100 | +2 | VD Neutre | 4 |
| Pouvoir | pou | 23 | 61 | 92 | +4 | Points De Coup | 36 |
| ENDURANCE | En | | | | | RM-Résist. Mort | 6 |
| Souffle | sou | 13 | 26 | 52 | +4 | attaque | 45 |
| Fatigue | fat | 15 | 33 | 60 | +2 | charge | 14 |
| DEXTERITE | D | | | | | défense | 29 |
| Coordination | coo | 12 | 21 | 48 | +8 | embuscade | 14 |
| Manipulation | man | 12 | 26 | 48 | +2 | esquive | 19 |
| AGILITE | A | | | | | fuite | 8 |
| Souplesse | sop | 9 | 20 | 36 | +1 | mêlée | 34 |
| Equilibre | equ | 9 | 16 | 36 | +0 | obéissance | 6 |
| INTELLIGENCE | I | | | | | réaction | 32 |
| Raisonnement | rai | 10 | 23 | 40 | +2 | résistance | 46 |
| Mémoire | mem | 12 | 21 | 48 | +0 | vitesse | 9 |
| VOLONTE | V | | | | | VIT-esse frappe | 4 +mod |
| Caractère | car | 7 | 14 | 28 | +0 | Moral | 5 |
| Résistance | res | 7 | 12 | 28 | +2 | Chance Soin(CS) | 37 |
| ELOQUENCE | E | | | | | Porter | 60 kg |
| Voix | voi | 8 | 15 | 24 | +2 | Tirer | 120 kg |
| Rapidité | rap | 8 | 15 | 24 | +1 | Arracher | 180 kg |
| EMPATHIE | Em | | | | | ENCombrement | 19886 |
| Compréhension | com | 15 | 33 | 62 | +0 | NEMagie | 0 |
| Intuition | inu | 13 | 28 | 54 | +2 | AMa-attaque | 20 |
| CONSTITUTION | C | | | | | RMa-résistance | 2 |
| Santé | san | 14 | 37 | 56 | +0 | PMa-puissance | 6 |
| Robustesse | rob | 16 | 48 | 64 | +0 | points de Mana | 0 |
| APPARENCE | Ap | | | | | Regen. Mana | 3 /+ 0 |
| Beauté | bea | 6 | 28 | 28 | +0 | Détection magie | 9 |
| Charisme | cha | 6 | 22 | 28 | +0 | EN (énergie) | 46 |

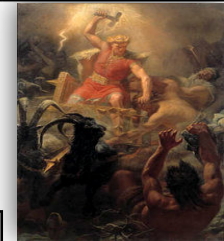
| | |
|------------------|----|
| Vue 73 | +2 |
| Ouïe 60 | +4 |
| Odorat 61 | +0 |
| Goût 60 | +7 |
| Toucher 64 | +1 |
| 2 par NEC ou NEM | |

MEURE

Titre & Effet

| | |
|-------|-----------|
| Année | puissance |
| Mois | chat |
| Jour | fertilité |
| Lune | perle |
| HEROS | |

| Âges | Physique | Intellect | 23 |
|----------|----------|-----------|------------------------|
| Maturité | 29 | 27 | maxima finis |
| Sénior | 42 | 40 | courants finis |
| Sénilité | 55 | 49 | pertes courants par an |



Effets Métiers

| | |
|------------|---|
| boucher | A - Organes : Critique+10 si Ventre(cible) touché |
| 0 | 0 |
| fab-trappe | A - Mécanisme : bonus+10 dans les tests de mécaniques |
| 0 | |

Spécialités et notes

sans logis, expulsé, gage contre prêt

empathique: CC+1 à chaque rencontre

aversion magie: -1EN par PdM dépensé

0

0

| | |
|-----------------|-------------|
| CI (influence) | 21 |
| Nourriture | 4 PdN/j |
| Mvt Stratégique | 3,1 km/h |
| MVp (mouvem.) | 8 m/ph |
| Saut long/haut | 3,7m / 1,2m |

| Talents (+choix) | | | | | | C1 | N0 | N1 | N2 | NE | N3 | mod | bon |
|---------------------|------|----|----|----|----|----|----|----|----|----|----|-----|-----|
| Acrobatie | equ | 0 | 4 | 8 | | | 25 | | | | | | +4 |
| Agriculture | fat | 7 | 9 | 17 | | | 67 | | | | | | +0 |
| Alchimie | mem | 0 | 6 | 11 | | | 38 | | | | | | +0 |
| Archerie | man | 0 | 7 | 13 | | | 32 | | | | | | +0 |
| Armurerie | coo | 0 | 6 | 11 | | | 36 | | | | | | +1 |
| Assassinat | coo | 0 | 6 | 11 | | | 29 | | | | | | +0 |
| Astrologie | com | 0 | 9 | 17 | | | 40 | | | | | | +0 |
| Baratinage + | rap | 2 | 4 | 8 | | | 25 | | | | | | +0 |
| Brasserie | Goût | 11 | 15 | 30 | | | 67 | | | | | | +0 |
| Calligraphie + | com | 1 | 9 | 17 | | | 45 | | | | | | +0 |
| cartographie | rai | 0 | 6 | 12 | | | 35 | | | | | | +0 |
| Cavalerie | sop | 0 | 5 | 10 | | | 33 | | | | | | +2 |
| Chant | voi | 0 | 4 | 8 | | | 26 | | | | | | +0 |
| Charpente | pou | 12 | 16 | 31 | | | 59 | | | | | | +0 |
| Chasse | sou | 0 | 7 | 13 | | | 55 | | | | | | +0 |
| Comédie | car | 0 | 4 | 7 | | | 25 | | | | | | +0 |
| Commerce | car | 0 | 4 | 7 | | | 27 | | | | | | +0 |
| Construction navale | pou | 8 | 16 | 31 | | | 64 | | | | | | +0 |
| Construction | rai | 0 | 6 | 12 | | | 37 | | | | | | +0 |
| Convoyage | car | 0 | 4 | 7 | | | 30 | | | | | | +2 |
| Corruption | voi | 2 | 4 | 8 | | | 24 | | | | | | +0 |
| Coupe | sou | 0 | 7 | 13 | | | 55 | | | | | | +0 |
| Couture | man | 3 | 7 | 13 | | | 34 | | | | | | +0 |
| Création | grap | 2 | 10 | 20 | | | 51 | | | | | | +0 |
| Criminalité | man | 0 | 7 | 13 | | | 32 | | | | | | +0 |
| Cueillette | fat | 7 | 9 | 17 | | | 39 | | | | | | +0 |
| Cuir | man | 1 | 7 | 13 | | | 41 | | | | | | +3 |
| Cuisine | mem | 2 | 6 | 11 | 33 | | 37 | | | | | | +0 |
| Danse | sop | 0 | 5 | 10 | | | 33 | | | | | | +0 |
| Diplomatie + | rai | 0 | 6 | 12 | | | 28 | | | | | | +0 |
| Dissimulation | sop | 3 | 5 | 10 | 10 | | 35 | | | | | | +2 |
| Ébénisterie | coo | 0 | 6 | 11 | 11 | | 50 | | | | | | +0 |
| Élevage + chevaux | car | 0 | 4 | 7 | | | 32 | | | | | | +0 |
| Equarissage | mem | 0 | 6 | 11 | 32 | | 36 | | | | | | +0 |
| Escalade | sop | 3 | 5 | 10 | 37 | | 41 | | | | | | +1 |
| Forge | man | 0 | 7 | 13 | 13 | | 41 | | | | | | +1 |
| Gestion + | rai | 0 | 6 | 12 | | | 33 | | | | | | +0 |
| Héraldique | mem | 0 | 6 | 11 | | | 38 | | | | | | +0 |
| Herboristerie | mem | 0 | 6 | 11 | | | 34 | | | | | | +2 |
| Ingénierie | com | 0 | 9 | 17 | | | 43 | | | | | | +3 |
| Intrigue(Langue) | com | 1 | 9 | 17 | | | 36 | | | | | | +0 |
| Jeu | rai | 0 | 6 | 12 | | | 32 | | | | | | +0 |
| Joaillerie | man | 0 | 7 | 13 | | | 32 | | | | | | +0 |
| Langue Divine + | inu | 0 | 7 | 14 | | | 43 | | | | | | +0 |
| + | inu | 0 | 7 | 14 | | | 43 | | | | | | |
| Langue non-hu + | mem | 0 | 6 | 11 | | | 36 | | | | | | +0 |
| + | mem | 0 | 6 | 11 | | | 36 | | | | | | |
| + | mem | 0 | 6 | 11 | | | 36 | | | | | | |
| Lang. Signes + | mem | 4 | 6 | 11 | | | 29 | | | | | | +0 |
| Langue + DONARAN | rai | 4 | 6 | 12 | 32 | | 36 | | | | | | +0 |
| + | rai | 4 | 6 | 12 | | | 36 | | | | | | |
| + | rai | 4 | 6 | 12 | | | 36 | | | | | | |
| + | rai | 4 | 6 | 12 | | | 36 | | | | | | |
| + | rai | 4 | 6 | 12 | | | 36 | | | | | | |
| Lecture MODERNE | mem | 0 | 6 | 11 | | | 38 | | | | | | +0 |
| + | mem | 0 | 6 | 11 | | | 38 | | | | | | |
| + | mem | 0 | 6 | 11 | | | 38 | | | | | | |
| + | mem | 0 | 6 | 11 | | | 38 | | | | | | |
| Lect lèvres + | com | 5 | 9 | 17 | | | 38 | | | | | | +0 |
| + | com | 5 | 9 | 17 | | | 38 | | | | | | |
| + | com | 5 | 9 | 17 | | | 38 | | | | | | |
| Maconnerie | man | 3 | 7 | 13 | | | 58 | | | | | | +0 |
| Magie | x | 0 | 6 | 11 | | | 32 | | | | | | +0 |
| Maquillage | man | 3 | 7 | 13 | | | 47 | | | | | | +1 |
| Marine | sou | 5 | 7 | 13 | | | 61 | | | | | | +0 |
| Médecine | rai | 0 | 6 | 12 | | | 41 | | | | | | +0 |
| Mendicité | fat | 7 | 9 | 17 | | | 37 | | | | | | +1 |
| Mine | fat | 3 | 9 | 17 | | | 70 | | | | | | +0 |
| Minéraux | man | 0 | 7 | 13 | | | 37 | | | | | | +0 |
| Musique + | rai | 0 | 6 | 12 | | | 36 | | | | | | +0 |
| + | rai | 0 | 6 | 12 | | | 36 | | | | | | |

| Talents (+choix) | | | | | | C1 | N0 | N1 | N2 | NE | N3 | mod | bon |
|---|-----|----|----|----|----|----|----|----|----|----|----|-----|-----|
| Nage | sop | 3 | 5 | 10 | 41 | | 45 | | | | | | +0 |
| Navigation | rai | 0 | 6 | 12 | | | 35 | | | | | | +0 |
| Pêche | rai | 0 | 6 | 12 | | | 36 | | | | | | +0 |
| Pièges | man | 5 | 7 | 13 | 34 | | 38 | | | | | | +1 |
| Piéton | pui | 7 | 17 | 34 | | | 50 | | | | | | +0 |
| Piste | rai | 4 | 6 | 12 | 32 | | 36 | | | | | | +4 |
| Poison | res | 0 | 3 | 6 | | | 31 | | | | | | +0 |
| Poterie | man | 5 | 7 | 13 | | | 39 | | | | | | +0 |
| Recherche + | rai | 0 | 6 | 12 | | | 39 | | | | | | +0 |
| Religion | car | 0 | 4 | 7 | | | 27 | | | | | | +0 |
| Résilience | sop | 0 | 5 | 10 | | | 36 | | | | | | +5 |
| Rhétorique + | voi | 0 | 4 | 8 | | | 25 | | | | | | +0 |
| Sculpture | man | 0 | 7 | 13 | | | 39 | | | | | | +0 |
| Servage | fat | 7 | 9 | 17 | | | 44 | | | | | | +0 |
| Sexe | bea | 3 | 7 | 14 | | | 36 | | | | | | +0 |
| Stratège | rai | 0 | 6 | 12 | | | 35 | | | | | | +0 |
| Survie+ Colline | sou | 5 | 7 | 13 | 7 | | 35 | | | | | | +3 |
| +Cours d'eau | sou | 5 | 7 | 13 | 13 | | 35 | | | | | | +3 |
| +Désert | sou | 5 | 7 | 13 | 7 | | 35 | | | | | | +3 |
| +Forêt | sou | 5 | 7 | 13 | 13 | | 35 | | | | | | +3 |
| +Marais/Jungle | sou | 5 | 7 | 13 | 7 | | 35 | | | | | | +3 |
| +Monde Ancien | sou | 5 | 7 | 13 | 7 | | 35 | | | | | | +3 |
| +Monde Divin | sou | 5 | 7 | 13 | 7 | | 35 | | | | | | +3 |
| +Montagne | sou | 5 | 7 | 13 | 13 | | 35 | | | | | | +3 |
| +Océan | sou | 5 | 7 | 13 | 7 | | 35 | | | | | | +3 |
| +Plaine | sou | 5 | 7 | 13 | 7 | | 35 | | | | | | +3 |
| +Souterrain/caverne | sou | 5 | 7 | 13 | 7 | | 35 | | | | | | +7 |
| +Steppe | sou | 5 | 7 | 13 | 7 | | 35 | | | | | | +3 |
| +Ville/ruine | sou | 5 | 7 | 13 | 13 | | 35 | | | | | | +4 |
| Torture | car | 0 | 4 | 7 | 4 | | 39 | | | | | | +0 |
| Transport | pui | 15 | 17 | 34 | 17 | | 73 | | | | | | +0 |
| Traque | inu | 3 | 7 | 14 | 14 | | 48 | | | | | | +1 |
| Usure | mem | 0 | 6 | 11 | | | 29 | | | | | | +0 |
| Vol | man | 0 | 7 | 13 | 7 | | 33 | | | | | | +0 |
| | | | | | | | 0 | | | | | | |
| N0 = N1-(CPA/10) N1 = (N2/2) N2 = (C1/2) N3 = 3xC1 + 2xC2 + C3 | | | | | | | | | | | | | |
| Maîtrise Langue : Baratin, Diplo, Intr, LangSignes, Lect, LirLèvre, Rech, Rhéto | | | | | | | | | | | | | |
| TC/Stratégie/Piéton/cavalerie/ Vol/Assassinat max NECx10 = 50 | | | | | | | | | | | | | |
| Talent de Combat | | | | | | C1 | N0 | N1 | N2 | NE | N3 | mod | bon |
| Arbalète | coo | 0 | 6 | 11 | 6 | | 50 | | | | | | +0 |
| Arc | pui | 13 | 17 | 34 | 17 | | 50 | | | | | | +0 |
| Art du combat | coo | 0 | 6 | 11 | 6 | | 34 | | | | | | +0 |
| Attaque | pou | 12 | 16 | 31 | 45 | | 50 | | | | | | +0 |
| Bouclier | pui | 13 | 17 | 34 | 45 | | 50 | | | | | | +0 |
| Charge | sou | 5 | 7 | 13 | 13 | | 33 | | | | | | +1 |
| Combat à cheval | coo | 0 | 6 | 11 | 6 | | 31 | | | | | | +0 |
| Combat à deux armes | man | 3 | 7 | 13 | 31 | | 35 | | | | | | +0 |
| Dague | coo | 2 | 6 | 11 | 6 | | 33 | | | | | | +0 |
| Défense | sop | 1 | 5 | 10 | 29 | | 32 | | | | | | +0 |
| Divers | coo | 0 | 6 | 11 | 6 | | 50 | | | | | | +0 |
| Embuscade | inu | 3 | 7 | 14 | 7 | | 37 | | | | | | +7 |
| Épée | pui | 11 | 17 | 34 | 45 | | 50 | | | | | | +0 |
| Esquive | man | 5 | 7 | 13 | 13 | | 50 | | | | | | +6 |
| Fronde | coo | 2 | 6 | 11 | 6 | | 41 | | | | | | +0 |
| Fuite | sop | 3 | 5 | 10 | 5 | | 33 | | | | | | +3 |
| Hache | pui | 11 | 17 | 34 | 17 | | 50 | | | | | | +0 |
| Lance | pui | 9 | 17 | 34 | 17 | | 50 | | | | | | +2 |
| Masse | pou | 10 | 16 | 31 | 16 | | 50 | | | | | | +1 |
| Mêlée | pui | 15 | 17 | 34 | 34 | | 50 | | | | | | +0 |
| Obéissance | cha | 4 | 6 | 11 | 6 | | 30 | | | | | | +0 |
| Pique | pui | 15 | 17 | 34 | 34 | | 50 | | | | | | +0 |
| Réaction | rap | 0 | 4 | 8 | 28 | | 31 | | | | | | +4 |
| Résistance | rob | 10 | 12 | 24 | 45 | | 50 | | | | | | +1 |
| Siège | rai | 2 | 6 | 12 | 6 | | 35 | | | | | | +0 |
| Vitesse | rap | 2 | 4 | 8 | 8 | | 37 | | | | | | +1 |
| ARMURE (0/1/2/3) | | | | 2 | | | | | | | | | |
| boucher | | | | | | | | | | | | | |
| fab trapp | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| NE en jaune = les talents connus à N1 minimu | | | | | | | | | | | | | |

| Fatigue | Drogues | Maladie | Niv | Faim | EN | Souffle | Combat | Magie | Poids | Encombr. |
|---|--|---------------|------------|------------|-------------------|-------------------------------|------------|--------------|------------|---|
| malus | malus/EN/M | pertes EN | | 1 / 5 PF | 1 par 2 EN | 2 par tour | | | | |
| 4 | 5/2EN/M+2 | 2 | 1 | | | | | | | |
| 8 | 10/4EN/M+4 | 4 + effets | 2 | | | | | | | |
| 12 | 15/6EN/M+6 | 6 + effets | 3 | | | | | | | |
| 16 | 20/8EN/M+0 | 8 + perma | 4 | | | | | | | |
| | | | | selon PF | récup CS | >33 = test 1 récup par min | >47 = KO | | | |
| récup 1 niv = xh | récup 2/4/6/8h | test C(san)/j | | | | | | | | |
| Encombrement | Malus | Souffle | Poids | | | | | | | Bonus |
| 5170-9943 | 1 | +1 | 16-30 | | | | | | | |
| 9944-14915 | 3 | +2 | 32-45 | | | | | | | |
| 14916-19886 | 5 | +3 | 47-60 | | | | | | | |
| >19886 | 10 | +4 | >61 | | | | | | | |
| perte charge | 1155 | 5 | écrasement | | | | | | | |
| Moral | 5 | | | | | | | | | -11 Fuite -10...-6 Recul -5...-1 Doute +6...+10 Confiance +11...+15 Courage +16 Fanatisme |
| PdM | Max 0 | | | | | | | | | |
| énergie perdue max | 46 | | | | | | | | | |
| PdN | Famine: si >46 pdf=mort si pas d'eau | | | | | | | | | |
| 4 PdN/j | 1PF/ PdN manquant, 10PF /Eau manquante, récup 1 PdF / PdN. | | | | | | | | | |
| Classe de Résistance : A=25 / B=20 / C=15 / D=10 / E=5 modifiée +9 à -9 Pertes 1 R si >0 T ou E passe, -1 TEC par 10R perdus (sauf boucliers) | | | | | | | | | | |
| Armures | zones | prix | poids | Taille | Estoc | Concussion | Résistance | Critique | VO/VD | Vitesse |
| cuir léger | | 450 | 6,0 | 1 | 1 | 1 | 5 | | -1/-2 | 0 |
| 0 | | 0 | 0,0 | | | | | | / | 0 |
| | | | 0,0 | | | | | | / | 0 |
| | | | | | | | | | / | 0 |
| bouclier à main | 9 | 0 | 0,0 | | | | | | / | 0 |
| NE Armu 2 | T Th V B J M P | | | | | | | | | |
| Armes de mêlée: -1 R si dé double et cible arme/ure>1 | | | | | | | | | -1/-2 | 0 |
| Arme/armure cassé quand R=0 | | | | | | | | | Tot VO/VD | Tot Vit |
| Armes | Nom /talent/ notes | Détails | | Valeurs | Valeurs actuelles | Normal | Sévère | Mortel | Vit base 4 | Critique +0 |
| Bonus coup total | | | | | | =Sevère /2 | | =Sevère x1,5 | | |
| épée longue | 75c/1,7k | B | Résist 20 | | BASE | 6t(e) | BASE | Critique | | |
| 0 | Coup | | | | 5 | 9 | 14 | | | |
| 0 | Vitesse | 8 | 5 | à 50% de R | 21 | 2 | 11 | Vit. TOT | | |
| Coup total = 3 | Crit | | | coup-1 | VO | VD | Bou | 12/9 | | |
| | | | | crit-10 | | | | | | |
| coutelas | 30c/0,3k | B | Résist 20 | | 2 | 3te | 6 | Critique | | |
| 0 | Coup | | -2 | | | 4 | | - 10 | | |
| 0 | Vitesse | 3 | 8 | | 21 | 2 | 11 | Vit. TOT | | |
| Coup total = 1 | Crit | | -10 | | VO | VD | Bou | 7/12 | | |
| 0 | | | | | | | | | | |
| 0 | Coup | 0 | Résist | | 14 | 2 | 11 | Critique | | |
| 0 | Vitesse | | | | VO | VD | Bou | Vit. TOT | | |
| Coup total = 3 | Crit | | | | | | | 4/4 | | |
| 0 | | | | | | | | | | |
| 0 | Coup | 0 | Résist | | 14 | 2 | 11 | Critique | | |
| 0 | Vitesse | | | | VO | VD | Bou | Vit. TOT | | |
| Coup total = 3 | Crit | | | | | | | 4/4 | | |
| javelot | Tir 120c/1,5k | E | Résist 5 | | 5 | 9e | 14 | Critique | | |
| 0 | Coup | | | | | 9 | | - 5 | | |
| 0 | Vitesse | | 17 | | 16 | 2 | | Vit. TOT | | |
| | Crit | | -5 | | VO | VD | | 21 | | |
| 0 | | | | | | | | | | |
| 0 | Coup | 0 | Résist | | 12 | 2 | | Critique | | |
| 0 | Vitesse | | | | VO | VD | | Vit. TOT | | |
| | Crit | | | | | | | 4 | | |

| | | | | | | | |
|-------------------------|--------|-----------------|-----|-------------|----|----------------------|-------------------------|
| PDN1 | | | | Monnaie1 | | | |
| PDN2 | | | | Monnaie2 | | | |
| PDN3 | | | | Monnaie3 | | | |
| PDN4 | | | | Monnaie4 | | | |
| Zone du corps | | Résistance(max) | | N1 | | N2 | N3 |
| Tête-V(car) | Armure | Rés(____) | 59 | 6-11 | 30 | 12-17 | 20 |
| visée 20 | T | | | TG-10 | | TG-20 | Mort |
| 3 | E | | | Malus+5 | | Malus+10 | Mort |
| Crit | C | | | Fin Visée | | Fin Mode Attaque | Coma |
| Thorax-En(sou) | Armure | Rés(____) | 71 | 9-17 | 36 | 18-23 | 24 |
| visée 5 | T 1 | | | Malus+3 | | Malus+5 | Coma |
| 2 | E 1 | | | Malus+1 | | Charge & Fuite -20 | Mort |
| Crit | C 1 | | | Souffle+3 | | +1 Souffle/ph. | +2 Souffle/ph, |
| Ventre-C(rob) | Armure | Rés(____) | 93 | 6-11 | 47 | 12-17 | 31 |
| visée 15 | T 1 | | | Malus+3 | | +1 malus/ph | Coma |
| 3 | E 1 | | | Malus+1 | | +2 malus/ph | Mort |
| Crit | C 1 | | | Souffle+3 | | Souffle+5 | Étourdi 3 ph |
| Bras Gau-F(pou) | Armure | Rés(____) | 106 | 6-11 | 53 | 12-17 | 35 |
| visée 10 | T 1 | | | VD-5, VIT-1 | | VD-10, max 1 main | F/2, VD/2, perte BG/MG |
| 3 | E 1 | | | Coup -1 | | Esquive-20 | F/2, fin bouclier/2arme |
| Crit | C 1 | | | Coup max +0 | | Fin Bouclier | Coup-2, VD-20 |
| Bras Dro-F(pui) | Armure | Rés(____) | 112 | 6-11 | 56 | 12-17 | 37 |
| visée 10 | T 1 | | | VO-5, VIT-3 | | VO-10, max 1 attaque | F/3, VO/3, perte BD/MD |
| 3 | E 1 | | | Coup-2 | | Coup-4 | F/2, fin arme |
| Crit | C 1 | | | Coup max +0 | | Fin mode attaque | Coup-2, VO-20 |
| Main Gau-D(coo) | Armure | Rés(____) | 66 | 5-8 | 33 | 9-14 | 22 |
| visée 20 | T | | | VD-5 | | VD-10, max 1 main | VD-20, D/2, fin MG |
| 4 | E | | | Malus+3 | | Malus+5, VIT-5 | D/2, fin bouclier/2arme |
| Crit | C | | | TC-5 | | VD-5, TC-10 | VD-5, TC-20 |
| Main D-D(man) | Armure | Rés(____) | 71 | 5-8 | 36 | 9-14 | 24 |
| visée 20 | T | | | VO-5 | | VO-10, max 1 main | VO-20, D/3, fin MD |
| 4 | E | | | Malus+3 | | Malus+5, VIT-5 | D/2, fin arme |
| Crit | C | | | TC-10 | | VD-5, TC -20 | VD-5, TC-30 |
| Jambe Ga-A(sop) | Armure | Rés(____) | 65 | 6-11 | 33 | 12-17 | 22 |
| visée 10 | T | | | Charge-20 | | Fuite-20, Esquive-20 | A/3, fin JG/PG |
| 3 | E | | | VO-5 | | VO-10, MVp-2 | VO&VD-10 |
| Crit | C | | | MVp-2 | | MVp-4 | MVp-2 |
| Jambe Dr-A(sop) | Armure | Rés(____) | 65 | 6-11 | 33 | 12-17 | 22 |
| visée 10 | T | | | Charge-20 | | Fuite-20, Esquive-20 | A/3, fin JG/PG |
| 3 | E | | | VO-5 | | VO-10, MVp-2 | VO&VD-10 |
| Crit | C | | | MVp-2 | | MVp-4 | MVp-2 |
| Pied Gau-A(equ) | Armure | Rés(____) | 61 | 5-8 | 31 | 9-14 | 20 |
| visée 20 | T | | | MVp-2 | | MVp-4 | Chute, MVp/4 |
| 4 | E | | | Malus+3 | | Malus+5, VD-5 | VD-10, Fin PG |
| Crit | C | | | VD-10 | | VO-5, MVp-2, VD-20 | VO-5, MVp-2 |
| Pied Droi-A(equ) | Armure | Rés(____) | 61 | 5-8 | 31 | 9-14 | 20 |
| visée 20 | T | | | MVp-2 | | MVp-4 | Chute, MVp/4 |
| 4 | E | | | Malus+3 | | Malus+5, VD-5 | VD-10, Fin PG |
| Crit | C | | | VD-10 | | VO-5, MVp-2, VD-20 | VO-5, MVp-2 |

Malus visée (x2 tir, magie, x3 partie précise)

à chaque Niveau (N1, N2, N3) atteint +5 Tempo dans la carac.

XX test de résistance

en gras : les effets permanents

| Récupération | TEC | Malus/B | EN | Tempo | 16 | Soins Rapides : 1x/ jour / cible |
|-----------------|-----|---------|----|-------|--------------------|--|
| 01 - 04 | 8 | 10 | 5 | 6 | | 1 - 2 -1 effet , 1 TEC ou malus ou temp |
| 05 - 37 | 4 | 5 | 2 | 3 | | 3 - 16 -1 effet , 1 TEC ou malus ou temp |
| 38 - 62 | 2 | 2 | 2 | 2 | | 17 - 41 rien |
| 63 - 94 | 0 | 0 | 1 | 2 | | 42 - 92 prochaine CS-10 |
| >94 infection ! | +2 | +5 | -2 | +1 | CS/2, fin avec tRN | >92 infection ! |

Repos+traitements : CS+10 & Effort-10 & ceux donnés par les pertes EN. Récup + grosse blessure T+E+C, le plus bas score 4 temporaire