

Années 1920

Nom
 Joueur
 Occupation
 Sexe Âge
 Résidence
 Lieu de naissance

Caractéristiques

FOR

 DEX

 POU

 CON

 APP

 ÉDU

 TAI

 INT

 MVT

Idee

Points de Vie

Inconscient

 00 01 02 03 04
 Mourant

 05 06 07 08
 09 10 11 12
 Blessure grave

 13 14 15 16
 PV max.

 17 18 19 20

Santé Mentale

Folie temporaire

 Folie persistante

 Initial

 Maximum

 Folie 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

Points de Magie

 00 01 02 03 04 05
 06 07 08 09 10
 11 12 13 14 15
 16 17 18 19 20
 PM max.

 21 22 23 24 25

Chance

Pas de chance 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

Compétences

☐ Anthropologie (01%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Droit (05%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Orientation (10%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ Archéologie (01%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Écouter (20%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Persuasion (10%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
Arts et métiers (05%)	☐ Électricité (10%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Pickpocket (10%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Équitation (05%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	Pilotage (01%)
☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Esquive (DEX/2)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Estimation (05%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Pister (10%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ Baratin (05%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Grimper (20%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Premiers soins (30%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ Bibliothèque (20%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Histoire (05%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Psychanalyse (01%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ Charme (15%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Imposture (05%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Psychologie (10%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
Combat à distance	☐ Intimidation (15%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Sauter (20%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ (Armes de poing) (20%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Lancer (20%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	Sciences (01%)
☐ (Fusils) (25%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	Langue maternelle (ÉDU)	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
Combat rapproché	Langues (01%)	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ (Corps à corps) (25%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	Survie (10%)
☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Trouver Objet Caché (25%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ Comptabilité (05%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Mécanique (10%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ Conduite (20%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Médecine (01%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ Conduite engin lourd (01%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	Mythe de Cthulhu (00%)	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
Crédit (00%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Nager (20%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ Crochetage (01%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Naturalisme (10%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>
☐ Discretion (20%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐ Occultisme (05%)% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>	☐% <table border="1" style="display: inline-table; width: 40px; height: 20px;"></table>

Armes

Arme	Ord.	Maj.	Ext.	Dégâts	Portée	Cad.	Cap.	Panne	Prix
à mains nues				1D3+Imp	-	1	-	-	-

Combat

Impact

 Carrure

 Esquive

Profil

Description

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Idéologie et croyances

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.....

Personnes importantes

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Lieux significatifs

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Biens précieux

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Traits

Séquelles et cicatrices

Phobies et manies

Ouvrages occultes, sorts et artefacts

Rencontres avec entités étranges

Équipement et possessions

[illegible]

Fortune

Dépenses courantes

Espèces

Capital

Amis investigateurs

Nom	Nom
Joueur	Joueur
Nom	Nom
Joueur	Joueur
Nom	Nom
Joueur	Joueur
Nom	Nom
Joueur	Joueur

Tomes du Mythe étudiés

[illegible]

A blank, lined page from a notebook. The page is cream-colored with horizontal ruling lines. A dark binding edge is visible on the left. The word "Notes" is faintly visible at the top center.