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| Nom | |  | | | | | | | |  | | | | | | | | | | | |
| Peuple | |  | | | | | | | | |  | Points de vie | | | | / | | |  |  | |
| Niveau | |  | | | | | | | | |  | Points d’énergie | | | | / | | |  |  | |
| Points d’expérience | |  | | | | | | | | |  | Encombrement | | | | / | | |  |  | |
|  | | | | | | | | | | | | | | | | | | | | | |
| **AVANTAGES** | | | | | | | | | | | | |  | | **CARACTERISTIQUES** | | | | | | |
| Attaque (For, Int) | | | |  | + |  | + |  | = | |  | |  | | Force | | | |  | | |
| Défense (Dex, Cha) | | | |  | + |  | + |  | = | |  | |  | | Constitution | | | |  | | |
| Sauvegarde (Con, Sag) | | | |  | + |  | + |  | = | |  | |  | | Dextérité | | | |  | | |
|  | | | | carac |  | degrés |  | bonus |  | | score | |  | | Intelligence | | | |  | | |
| **COMPETENCES** | | | | | | | | | | | | |  | | Sagesse | | | |  | | |
| Athlétisme (For, Dex)\* | | | |  | + |  | + |  | = | |  | |  | | Charisme | | | |  | | |
| Bluff (Int, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | |  | | |
| Concentration (Con, Sag) | | | |  | + |  | + |  | = | |  | |  | | **ATOUTS** | | | | | | |
| Déguisement (Dex, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Diplomatie (Int, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Discrétion (Dex, Int)\* | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Equitation (Dex, Sag) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Erudition (Int, Sag) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
|  |  | |  |  | + |  | + |  | = | |  | |  | |  | | | | | | |
|  |  | |  |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Foi (Sag, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Influence (Int,Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Initiative (Dex, Sag)\* | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Intimidation (For, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Linguistique (Int, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Magie (Int, Sag) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Métier (Dex, Int) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
|  |  | |  |  | + |  | + |  | = | |  | |  | |  | | | | | | |
|  |  | |  |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Perception (Int, Sag) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Préparation (Int, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Psychologie (Int, Sag) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Renseignements (Sag, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Représentation (Sag, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
|  |  | |  |  | + |  | + |  | = | |  | |  | |  | | | | | | |
|  |  | |  |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Réputation (Sag, Cha) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Richesse (Int, Sag) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Sécurité (Dex, Int) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Soins (Dex, Int) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Subterfuge (Dex, Int)\* | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
| Survie (Con, Sag) | | | |  | + |  | + |  | = | |  | |  | |  | | | | | | |
|  | | | | carac |  | degrés |  | bonus |  | | score | |  | |  | | | | | | |
|  | | | | |  |  |  |  |  | |  | |  |  | | |  |  |  | |  |
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| bouclier | | | | |  | cat |  | déf |  | | **DA** | |  | boîte à outil | | |  | cat |  | | comp |

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| **PM** | **0** | **1** | **2** | **3** | **4** |
| **Portée** | mêlée | jet | tir | vue | hors de vue |
| **Durée** | instantanée ou un tour | 1d6 + degrés tours ou concentration | 1 scène ou un jour | 1 séance ou une semaine | longtemps ou jusqu’à un moment précis |
| **Cibles ou zone** | 1 ou chaise | 2 ou chariot | 4 ou grande salle | 8 ou maison | 16 ou château |
| **Délais** | tout de suite | dans 1d6 tours | dans une scène ou dans un jour | dans une semaine ou dans une séance | lorsqu’une condition précise se présente |
|  |  |  |  |  |  |
| **Effets génériques** | effets amateurs | - | effets professionnels | - | effets brutasses |
| **Dégâts et soins** | 1d6 + caractéristique | 2d6 + caractéristique | 3d6 + caractéristique | 4d6 + caractéristique | 5D6 + caractéristique |
| **Coups spéciaux** | - | 1 coup | - | 2coups | - |
| **Modificateurs** | +1/-1 | +2/-2 | +3/-3 | +4/-4 | +5/-5 |
| **Invocations de combat** | - | FD1 | FD2 | FD3 | FD4 |
| **Invocations négociées (niveau +5)** | - | FD5 | FD6 | FD7 | FD8 |
| **Niveau des créatures invoquées** | niveau 1 | niveau 2 | niveau 3 | niveau 7 | niveau 10 |
| **Création d’objets temporaires** | - | - | FD1 | - | FD2 |
| **Nombre de domaines combinés** | un domaine unique | deux domaines combinés | trois domaines combinés | quatre domaines combinés | cinq domaines combinés |