

# L'ANFEUST de Troie

Nom \_\_\_\_\_  
Origine \_\_\_\_\_  
Métier \_\_\_\_\_  
Âge \_\_\_\_\_  
Niveau \_\_\_\_\_  
Expérience \_\_\_\_\_

## CARACTÉRISTIQUE

Force \_\_\_\_\_  
Dextérité \_\_\_\_\_  
Constitution \_\_\_\_\_  
Sagesse \_\_\_\_\_  
Intelligence \_\_\_\_\_  
Charisme \_\_\_\_\_

## COMPTEURS

Points de vie  
\_\_\_\_\_ / \_\_\_\_\_

Points d'énergie  
\_\_\_\_\_ / \_\_\_\_\_

## BONUS DE COMBAT

Attaque (*For, Int*)  
Défense (*Dex, Sag*)  
Sauvegarde (*Con, Cha*)

Carac + Degrés = Score  
\_\_\_\_ + \_\_\_\_ = \_\_\_\_  
\_\_\_\_ + \_\_\_\_ = \_\_\_\_  
\_\_\_\_ + \_\_\_\_ = \_\_\_\_

## COMPÉTENCES

Acrobaties (*Dex, For*)\*  
Bluff (*Cha, Int*)  
Concentration (*Sag, Con*)  
Connaissances \_\_\_\_\_ (*Int, Sag*)  
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Déguisement (*Cha, Dex*)  
Diplomatie (*Cha, Int*)  
Discrétion (*Dex, Int*)\*  
Dressage (*Cha, Sag*)  
Équitation (*Dex, Sag*)  
Escalade (*For, Dex*)\*  
Escamotage (*Dex, Int*)\*  
Évasion (*Dex, For*)\*  
Fouille (*Int, Sag*)  
Initiative (*Dex, Sag*)\*  
Intimidation (*For, Cha*)  
Métier \_\_\_\_\_ ( , )  
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Métier \_\_\_\_\_ ( , )  
Natation (*For, Con*)\*  
Perception (*Sag, Int*)  
Psychologie (*Sag, Int*)  
Renseignement (*Cha, Sag*)  
Survie (*Sag, Con*)  
\_\_\_\_ ( , )  
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## ΔTOULTS

## TR AVERS

## ΔR M E S

Armes	Catg.	Dégats
_____	_____	_____
_____	_____	_____
_____	_____	_____

## ΔR M U R E

Armure	Catg.	Protection
_____	_____	_____

## B O U C L I È R

Bouclier	Catg.	Défense
_____	_____	_____

