**Kelnir**

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| **Nom** | **Race** | **Sexe** | **Age** | **Morphologie** | **Alignement** |
|  |  |  |  |  |  |
| **Classe** | **Niveau** | **Destin** | **Talent** | **Pouvoir** | **PV (création)** |
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| Profil (Base / Actuel) |
| Dextérité | Tir | Force | Endurance | Agilité | Attaque |
| / | / | / | / | / | / |
| Intelligence | Volonté | Calme | Pouvoir | Perception | Charisme |
| / | / | / | / | / | / |

 **≤15PV**

**Points de vie : 50% (20% si >100) 0 PV -4E**

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| Blessures légères | Sérieuses (Test de Peur) | Graves(Test d’E) | Coups néfastes |

   

**Récupération (par nuit/par journée) :** +Ex2 +E +5% 0

**Points de pouvoir :** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Chance :** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Or :** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Initiative :** Base :\_\_\_\_\_\_\_\_\_\_\_Arme Principale :\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Arme secondaire :\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Arme principale** (2A=x1,5 / 3A=x2) / F+D10+Dégâts arme

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**Arme Secondaire**

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**Armure**

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|  | Poids - Icônes commerce gratuites | (E-5)\*3 kg = Poids sans malus (Armure + Arme en main) Nombre de Kg de dépassement : [ ] **Malus ?** |
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**Actions défensives**

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| **Parade (Dex)**Réussite sur :Réduction [(Bonus Dex)+5+\*]\*1 (1A) | **Esquive (Agi)**Réussite sur :A. Maille = -5 / A. D’écailles = -10 / A. Plates = -15 |

**Etats :**

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| **Peur****Folie** | **Fatigue** **Maladie** |

**Pouvoir Arktosien : Allure (m/10 secondes)**

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| **PPouv** |  | **Prudente** |  |
| **Portée** |  | **Marche** |  |
| **Durée** |  | **Course** |  |
| **Description** |  |  |  |

**Aptitudes :**

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**Avancement de classe :**

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| Niveau | Dex | Tir | F | E | Agi | A | PV | Int | Vol | Cl | Pouv | Per | Cha |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Bonus Total |  |  |  |  |  |  |  |  |  |  |  |  |  |

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| **Background** |
| **Points de Fierté** | **Points d’Humiliation** | **Points de renommée** |
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| **Psychologie (Traits de caractère)** | **Motivation / But du PJ** |
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| **Equipements***Encombrement* ***Sans malus= E\* 5kg*** */* ***Avec malus = E\*10 kg*** *Poids Poids* |
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| **Feuille de sorts**(2A=+10 Vol / 3A=x1,5) |
| **Sort** | **Magie** | **Niveau** | **Coût** | **Portée** | **Durée** | **Effet** |
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