EBERRON

NOM		CONCEPT	
PEUPLE		NIVEAU	EXP
AGE	POIDS	TAILLE	CHEVEUX	YEUX

CARACTERISTIQUES

FORCE	
DEXTERITE	
CONSTITUTION	
INTELLIGENCE	
SAGESSE	
CHARISME	

AVANTAGES

Attaque	(For/Int)		+		=	
Défense	(Dex/Cha)		+		=	
Sauvegarde	(Con/Sag)		+		=	

COMBAT

ARMES	CAT.	ATT.	DEGATS	NOTES
Mains Nues				

ARMURE	CAT.	PROT.	Encomb.	NOTES

BOUCLIER	CAT.	DEF.	Encomb.	NOTES

POINTS DE VIE

POINTS D'ENERGIE

COMPETENCES GENERALES

Acrobaties	(Dex/For)		+		=	
Bluff	(Cha/Int)		+		=	
Concentration	(Sag/Con)		+		=	
Déguisement	(Cha/Dex)		+		=	
Diplomatie	(Cha/Int)		+		=	
Discrétion	(Dex/Int)		+		=	
Dressage	(Sag/Cha)		+		=	
Equitation	(Dex/Sag)		+		=	
Escalade	(For/Dex)		+		=	
Escamotage	(Dex/Int)		+		=	
Evasion	(Dex/For)		+		=	
Fouille	(Int/Sag)		+		=	
Intimidation	(For/Cha)		+		=	
Natation	(For/Con)		+		=	
Perception	(Sag/Int)		+		=	
Psychologie	(Sag/Int)		+		=	
Renseignements	(Cha/Sag)		+		=	
Survie	(Sag/Con)		+		=	

CONNAISSANCES

(Int/Sag)		+		=	
(Int/Sag)		+		=	
(Int/Sag)		+		=	
(Int/Sag)		+		=	
(Int/Sag)		+		=	
(Int/Sag)		+		=	
(Int/Sag)		+		=	
(Int/Sag)		+		=	

METIERS

(/)		+		=	
(/)		+		=	
(/)		+		=	
(/)		+		=	
(/)		+		=	
(/)		+		=	
(/)		+		=	
(/)		+		=	
(/)		+		=	

ATOUTS	
Apprentissages (X)	
Avantages (X)	
Compteurs (X)	

EQUIPEMENT	NOTES

MAGIE			
Domaines	Styles	Catégorie	Notes

INCANTATION	PORTEE	DUREE	ZONE	CIBLES	DIFFICULTE
1 Minute	Toucher	Instantanée	Aucune	Aucune	+0
1 Action	Mélée	1 Tour	Carosse	1	+5
“	Jet	Concentration ou 1D6 + degrés tours	Grande Pièce	5	+10
“	Tir	1 Scène	Maison	10	+15
Action Gratuite	Vue	1 Scéance	Château	15	+20