

# ZOMBIE APOCALYPSE

## CARACTERISTIQUES

<b>FOR</b> Force	<input type="text"/>	<input type="text"/>	Nom: _____
<b>DEX</b> Dextérité	<input type="text"/>	<input type="text"/>	Classe: _____
<b>CON</b> Constitution	<input type="text"/>	<input type="text"/>	Dé de vie: _____
<b>INT</b> Intelligence	<input type="text"/>	<input type="text"/>	<b>XP</b> Niveau + XP <input type="text"/>
<b>PER</b> Perception	<input type="text"/>	<input type="text"/>	<b>INIT</b> Initiative <input type="text"/>
<b>CHA</b> Charisme	<input type="text"/>	<input type="text"/>	<b>DEF</b> Défense <input type="text"/>
			<b>PDV</b> Points de Vie <input type="text"/>

**PHOTO**

<b>PEUR</b>	<input type="text"/>	Phobie: _____
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## COMPETENCES

Compétence de classe	Description	Caract.	Niv.	Mod.
<input type="checkbox"/>	Armes à distance	DEX	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Armes de mêlée	FOR	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Bibliothèque	INT	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Bluff	CHA	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Conduire.....	DEX	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Connaissances.....	INT	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Connaissances.....	INT	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Crocheter une serrure	DEX	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Déguisement	CHA	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Déplacement silencieux	DEX	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Détection	PER	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Equitation	DEX	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Escalade	FOR	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Fouille	PER	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Intimidation	CHA	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Marchandage	CHA	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Natation	FOR	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Orientation	PER	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Perception auditive	PER	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Pickpocket	DEX	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Pilotage.....	DEX	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Persuasion	CHA	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Premiers soins	INT	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Profession.....	INT	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Se cacher	DEX	_____ = _____	+ _____ + _____
<input type="checkbox"/>	Survie	INT	_____ = _____	+ _____ + _____
<input type="checkbox"/>	.....	.....	_____ = _____	+ _____ + _____

## DONS

## ARMES ET EQUIPEMENT


Munitions

# ZOMBIE APOCALYPSE

## CARACTERISTIQUES



<b>FOR</b> Force	14	+2	Nom: <u>John Burns</u>
<b>DEX</b> Dextérité	16	+3	Classe: <u>Shérif</u>
<b>CON</b> Constitution	15	+3	Dé de vie: <u>D10</u>
<b>INT</b> Intelligence	14	+2	<b>XP</b> Niveau + XP
<b>PER</b> Perception	13	+1	1
<b>CHA</b> Charisme	14	+2	<b>INIT</b> Initiative
			+5*
			<b>DEF</b> Défense
			11
			<b>PDV</b> Points de Vie
			13

**PEUR** 4 Phobie: \_\_\_\_\_

## COMPETENCES

Compétence de classe	Description		Caract.	Niv.	Mod.
<input checked="" type="checkbox"/>	Armes à distance	DEX	+5	= +3	+ +1 + +1*
<input type="checkbox"/>	Armes de mêlée	FOR		=	+ + +
<input type="checkbox"/>	Bibliothèque	INT		=	+ + +
<input type="checkbox"/>	Bluff	CHA		=	+ + +
<input checked="" type="checkbox"/>	Conduire... automobile...	DEX	+4	= +3	+ +1 +
<input checked="" type="checkbox"/>	Connaissances de la Loi	INT	+3	= +2	+ +1 +
<input type="checkbox"/>	Connaissances.....	INT		=	+ + +
<input type="checkbox"/>	Crocheter une serrure	DEX		=	+ + +
<input type="checkbox"/>	Déguisement	CHA		=	+ + +
<input type="checkbox"/>	Déplacement silencieux	DEX		=	+ + +
<input checked="" type="checkbox"/>	Détection	PER	+2	= +1	+ +1 +
<input type="checkbox"/>	Equitation	DEX		=	+ + +
<input checked="" type="checkbox"/>	Escalade	FOR	+2	= +2	+ + +
<input checked="" type="checkbox"/>	Fouille	PER	+2	= +1	+ +1 +
<input checked="" type="checkbox"/>	Intimidation	CHA	+3	= +2	+ +1 +
<input type="checkbox"/>	Marchandage	CHA		=	+ + +
<input type="checkbox"/>	Natation	FOR		=	+ + +
<input type="checkbox"/>	Orientation	PER		=	+ + +
<input type="checkbox"/>	Perception auditive	PER		=	+ + +
<input type="checkbox"/>	Pickpocket	DEX		=	+ + +
<input type="checkbox"/>	Pilotage.....	DEX		=	+ + +
<input checked="" type="checkbox"/>	Persuasion	CHA	+2	= +2	+ + +
<input type="checkbox"/>	Premiers soins	INT		=	+ + +
<input checked="" type="checkbox"/>	Profession. policier.....	INT	+3	= +2	+ +1 +
<input type="checkbox"/>	Se cacher	DEX		=	+ + +
<input type="checkbox"/>	Survie	INT	+3	= +2	+ +1 +
<input type="checkbox"/>	.....	.....		=	+ + +

## DONS

Arme de prédilection\*  
Initiative accrue\*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## ARMES ET EQUIPEMENT

Matraque 1D6  
Uniforme  
Badge de shérif  
Lunettes de soleil

Revolver Calibre 38\*  
(1D8) + 12 balles

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Munitions

# ZOMBIE APOCALYPSE

## CARACTERISTIQUES



<b>FOR</b> Force	13	+1	Nom: <u>Bill Fergus</u>
<b>DEX</b> Dextérité	14	+2	Classe: <u>Adjoint du shérif</u>
<b>CON</b> Constitution	11	+0	Dé de vie: <u>D10</u>
<b>INT</b> Intelligence	11	+0	<b>XP</b> Niveau + XP
<b>PER</b> Perception	13	+1	1
<b>CHA</b> Charisme	12	+0	<b>INIT</b> Initiative
			+1
			<b>DEF</b> Défense
			11
			<b>PDV</b> Points de Vie
			10

<b>PEUR</b>	5	Phobie:
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## COMPETENCES

Compétence de classe	Description	Caract.	Niv.	Mod.
<input checked="" type="checkbox"/>	Armes à distance	DEX +3	= +2	+ +1 +
<input type="checkbox"/>	Armes de mêlée	FOR	=	+ +
<input type="checkbox"/>	Bibliothèque	INT	=	+ +
<input type="checkbox"/>	Bluff	CHA	=	+ +
<input checked="" type="checkbox"/>	Conduire... automobile..	DEX +3	= +2	+ +1 +
<input checked="" type="checkbox"/>	Connaissances.....	INT	=	+ +
<input type="checkbox"/>	Connaissances.....	INT	=	+ +
<input type="checkbox"/>	Crocheter une serrure	DEX	=	+ +
<input type="checkbox"/>	Déguisement	CHA	=	+ +
<input type="checkbox"/>	Déplacement silencieux	DEX	=	+ +
<input checked="" type="checkbox"/>	Détection	PER +4	= +1	+ +1 + +2*
<input type="checkbox"/>	Equitation	DEX	=	+ +
<input checked="" type="checkbox"/>	Escalade	FOR +1	= +1	+ +
<input checked="" type="checkbox"/>	Fouille	PER +2	= +1	+ +1 +
<input checked="" type="checkbox"/>	Intimidation	CHA	=	+ +
<input type="checkbox"/>	Marchandage	CHA	=	+ +
<input type="checkbox"/>	Natation	FOR	=	+ +
<input type="checkbox"/>	Orientation	PER	=	+ +
<input type="checkbox"/>	Perception auditive	PER +3	= +1	+ + +2*
<input type="checkbox"/>	Pickpocket	DEX	=	+ +
<input type="checkbox"/>	Pilotage.....	DEX	=	+ +
<input checked="" type="checkbox"/>	Persuasion	CHA	=	+ +
<input type="checkbox"/>	Premiers soins	INT +1	= +0	+ +1 +
<input checked="" type="checkbox"/>	Profession. policier.....	INT +2	= +0	+ +2 +
<input type="checkbox"/>	Se cacher	DEX	=	+ +
<input type="checkbox"/>	Survie	INT	=	+ +
<input type="checkbox"/>	.....	.....	=	+ +

## DONS

Vigilance*

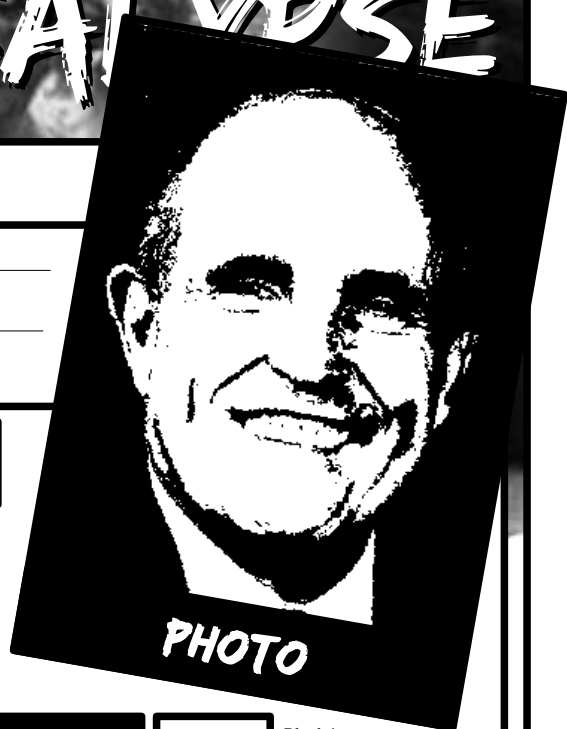
## ARMES ET EQUIPEMENT

Matraque 1D6
Uniforme
Badge d'adjoint
Revolver Calibre 38*
(1D8) + 10 balles
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Munitions

# ZOMBIE APOCALYPSE

## CARACTERISTIQUES

<b>FOR</b> Force	12	+1	Nom: <u>Michael Jacobs</u>
<b>DEX</b> Dextérité	10	+0	Classe: <u>Maire de Stamford</u>
<b>CON</b> Constitution	11	+0	Dé de vie: <u>D8</u>
<b>INT</b> Intelligence	15	+2	<b>XP</b> Niveau + XP
<b>PER</b> Perception	10	+0	1
<b>CHA</b> Charisme	16	+3	<b>INIT</b> Initiative
			+0
			<b>DEF</b> Défense
			10
			<b>PDV</b> Points de Vie
			8



**PEUR** 6 Phobie: \_\_\_\_\_

## COMPETENCES

Compétence de classe	Description		Caract. Niv. Mod.			
<input type="checkbox"/>	Armes à distance	DEX	+1	= +0	+ +1	+ _____
<input type="checkbox"/>	Armes de mêlée	FOR		= _____	+ _____	+ _____
<input checked="" type="checkbox"/>	Bibliothèque	INT	+3	= +2	+ +1	+ _____
<input checked="" type="checkbox"/>	Bluff	CHA	+6	= +3	+ +1	+ +2*
<input type="checkbox"/>	Conduire.....	DEX		= _____	+ _____	+ _____
<input checked="" type="checkbox"/>	Connaissances administration	INT	+3	= +2	+ +1	+ _____
<input type="checkbox"/>	Connaissances.....	INT		= _____	+ _____	+ _____
<input type="checkbox"/>	Crocheter une serrure	DEX		= _____	+ _____	+ _____
<input type="checkbox"/>	Déguisement	CHA		= _____	+ _____	+ _____
<input type="checkbox"/>	Déplacement silencieux	DEX		= _____	+ _____	+ _____
<input type="checkbox"/>	Détection	PER		= _____	+ _____	+ _____
<input type="checkbox"/>	Equitation	DEX		= _____	+ _____	+ _____
<input type="checkbox"/>	Escalade	FOR		= _____	+ _____	+ _____
<input type="checkbox"/>	Fouille	PER		= _____	+ _____	+ _____
<input checked="" type="checkbox"/>	Intimidation	CHA	+5	= +3	+ _____	+ +2*
<input checked="" type="checkbox"/>	Marchandage	CHA	+4	= +3	+ +1	+ _____
<input type="checkbox"/>	Natation	FOR		= _____	+ _____	+ _____
<input type="checkbox"/>	Orientation	PER		= _____	+ _____	+ _____
<input type="checkbox"/>	Perception auditive	PER		= _____	+ _____	+ _____
<input type="checkbox"/>	Pickpocket	DEX		= _____	+ _____	+ _____
<input type="checkbox"/>	Pilotage.....	DEX		= _____	+ _____	+ _____
<input checked="" type="checkbox"/>	Persuasion	CHA	+7	= +3	+ +2	+ +2*
<input type="checkbox"/>	Premiers soins	INT		= _____	+ _____	+ _____
<input checked="" type="checkbox"/>	Profession. ingénieur...	INT	+3	= +2	+ +1	+ _____
<input type="checkbox"/>	Se cacher	DEX		= _____	+ _____	+ _____
<input type="checkbox"/>	Survie	INT		= _____	+ _____	+ _____
<input type="checkbox"/>	.....	.....		= _____	+ _____	+ _____

## DONS

Négociation\*  
Fort en gueule\*  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## ARMES ET EQUIPEMENT

Complet veston  
Agenda électronique  
Serviette de cuir  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_


Munitions

# ZOMBIE APOCALYPSE

## CARACTERISTIQUES

<b>FOR</b> Force	12	+1	Nom: <u>Révérènd Morton</u>
<b>DEX</b> Dextérité	12	+1	Classe: <u>Prêtre</u>
<b>CON</b> Constitution	11	+0	Dé de vie: <u>D8</u>
<b>INT</b> Intelligence	16	+3	<b>XP</b> Niveau + XP
<b>PER</b> Perception	13	+1	<b>INIT</b> Initiative
<b>CHA</b> Charisme	18	+4	<b>DEF</b> Défense
			<b>PDV</b> Points de Vie



**PHOTO**

**PEUR**

3

Phobie:

## COMPETENCES

Compétence de classe	Description	Caract.	Niv.	Mod.					
<input type="checkbox"/>	Armes à distance	DEX	___	=	___	+	___	+	___
<input type="checkbox"/>	Armes de mêlée	FOR	___	=	___	+	___	+	___
<input checked="" type="checkbox"/>	Bibliothèque	INT	<u>+5</u>	=	<u>+3</u>	+	<u>+2</u>	+	___
<input type="checkbox"/>	Bluff	CHA	___	=	___	+	___	+	___
<input type="checkbox"/>	Conduire.....	DEX	___	=	___	+	___	+	___
<input checked="" type="checkbox"/>	Connaissances. <i>Saintes Ecritures</i>	INT	<u>+5</u>	=	<u>+3</u>	+	<u>+2</u>	+	___
<input type="checkbox"/>	Connaissances.....	INT	___	=	___	+	___	+	___
<input type="checkbox"/>	Crocheter une serrure	DEX	___	=	___	+	___	+	___
<input type="checkbox"/>	Déguisement	CHA	___	=	___	+	___	+	___
<input type="checkbox"/>	Déplacement silencieux	DEX	___	=	___	+	___	+	___
<input type="checkbox"/>	Détection	PER	___	=	___	+	___	+	___
<input type="checkbox"/>	Equitation	DEX	___	=	___	+	___	+	___
<input type="checkbox"/>	Escalade	FOR	___	=	___	+	___	+	___
<input type="checkbox"/>	Fouille	PER	___	=	___	+	___	+	___
<input checked="" type="checkbox"/>	Intimidation	CHA	<u>+5</u>	=	<u>+4</u>	+	___	+	<u>+1*</u>
<input type="checkbox"/>	Marchandage	CHA	___	=	___	+	___	+	___
<input type="checkbox"/>	Natation	FOR	___	=	___	+	___	+	___
<input type="checkbox"/>	Orientation	PER	___	=	___	+	___	+	___
<input type="checkbox"/>	Perception auditive	PER	___	=	___	+	___	+	___
<input type="checkbox"/>	Pickpocket	DEX	___	=	___	+	___	+	___
<input type="checkbox"/>	Pilotage.....	DEX	___	=	___	+	___	+	___
<input checked="" type="checkbox"/>	Persuasion	CHA	<u>+5</u>	=	<u>+4</u>	+	___	+	<u>+1*</u>
<input checked="" type="checkbox"/>	Premiers soins	INT	<u>+3</u>	=	<u>+3</u>	+	<u>+1</u>	+	___
<input checked="" type="checkbox"/>	Profession. <i>prêtre</i> .....	INT	<u>+6</u>	=	<u>+3</u>	+	<u>+3</u>	+	___
<input type="checkbox"/>	Se cacher	DEX	___	=	___	+	___	+	___
<input type="checkbox"/>	Survie	INT	___	=	___	+	___	+	___
<input type="checkbox"/>	.....	....	___	=	___	+	___	+	___

## DONS

Présence\*

Réputation

## ARMES ET EQUIPEMENT

Costume noir

Croix (autour du cou)

Bible

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Munitions



# ZOMBIE APOCALYPSE

## CARACTERISTIQUES



<b>FOR</b> Force	12	+1	Nom: <u>Penny Smith</u>
<b>DEX</b> Dextérité	14	+2	Classe: <u>Ado gothic punk</u>
<b>CON</b> Constitution	10	+0	Dé de vie: <u>D6</u>
<b>INT</b> Intelligence	16	+3	<b>XP</b> Niveau + XP
<b>PER</b> Perception	16	+3	1
<b>CHA</b> Charisme	13	+1	<b>INIT</b> Initiative
			+3
			<b>DEF</b> Défense
			13
			<b>PDV</b> Points de Vie
			6

**PEUR** 5 Phobie: \_\_\_\_\_

## COMPETENCES

Compétence de classe	Description	Caract.	Niv.	Mod.
<input type="checkbox"/>	Armes à distance	DEX	+3	= +2 + +1 +
<input checked="" type="checkbox"/>	Armes de mêlée	FOR	+3	= +1 + +1 + +1
<input checked="" type="checkbox"/>	Bibliothèque	INT	+4	= +3 + +1 +
<input type="checkbox"/>	Bluff	CHA		= + + +
<input type="checkbox"/>	Conduire.....	DEX		= + + +
<input checked="" type="checkbox"/>	Connaissances. <i>occultes</i> .	INT	+5	= +3 + +1 + +1
<input type="checkbox"/>	Connaissances.....	INT		= + + +
<input type="checkbox"/>	Crocheter une serrure	DEX	+4	= +2 + + + +2*
<input type="checkbox"/>	Déguisement	CHA		= + + +
<input type="checkbox"/>	Déplacement silencieux	DEX	+4	= +2 + + + +2*
<input checked="" type="checkbox"/>	Détection	PER	+3	= +2 + +1 +
<input type="checkbox"/>	Equitation	DEX		= + + +
<input type="checkbox"/>	Escalade	FOR		= + + +
<input checked="" type="checkbox"/>	Fouille	PER	+4	= +3 + +1 +
<input type="checkbox"/>	Intimidation	CHA		= + + +
<input type="checkbox"/>	Marchandage	CHA		= + + +
<input type="checkbox"/>	Natation	FOR		= + + +
<input type="checkbox"/>	Orientation	PER		= + + +
<input type="checkbox"/>	Perception auditive	PER		= + + +
<input checked="" type="checkbox"/>	Pickpocket	DEX	+5	= +2 + +1 + +2*
<input type="checkbox"/>	Pilotage.....	DEX		= + + +
<input type="checkbox"/>	Persuasion	CHA		= + + +
<input type="checkbox"/>	Premiers soins	INT		= + + +
<input type="checkbox"/>	Profession.....	INT		= + + +
<input checked="" type="checkbox"/>	Se cacher	DEX	+4	= +2 + +1 + +2*
<input type="checkbox"/>	Survie	INT		= + + +
<input type="checkbox"/>	.....	.....		= + + +

## DONS

Doigts de fée\*  
Discret\*

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## ARMES ET EQUIPEMENT

Roman d'horreur (au choix)  
Le dernier album d'Ozzy Osbourne  
Carnet plein de notes ésotériques  
Allumettes et cierge noir  
Un morceau de craie  
Un couteau (1D4+1)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Munitions

# ZOMBIE APOCALYPTOSE

## CARACTERISTIQUES

<b>FOR</b> Force	12	+1	Nom: <u>Britanny Friboosh</u>
<b>DEX</b> Dextérité	15	+2	Classe: <u>Cheerleader</u>
<b>CON</b> Constitution	11	+0	Dé de vie: <u>D6</u>
<b>INT</b> Intelligence	10	+0	<b>XP</b> Niveau + XP
<b>PER</b> Perception	14	+2	1
<b>CHA</b> Charisme	17	+3	<b>INIT</b> Initiative
			+4*
			<b>DEF</b> Défense
			12
			<b>PDV</b> Points de Vie
			6



**PEUR** 5 Phobie: \_\_\_\_\_

## COMPETENCES

Compétence de classe	Description	Caract.	Niv.			Mod.
			+	+	+	
<input type="checkbox"/>	Armes à distance	DEX	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	Armes de mêlée	FOR	+2	=	+1	+ +1
<input type="checkbox"/>	Bibliothèque	INT	_____	=	_____	+ _____
<input type="checkbox"/>	Bluff	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	Conduire.....	DEX	_____	=	_____	+ _____
<input type="checkbox"/>	Connaissances.....	INT	_____	=	_____	+ _____
<input type="checkbox"/>	Connaissances.....	INT	_____	=	_____	+ _____
<input type="checkbox"/>	Crocheter une serrure	DEX	_____	=	_____	+ _____
<input type="checkbox"/>	Déguisement	CHA	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	Déplacement silencieux	DEX	+3	=	+2	+ +1
<input type="checkbox"/>	Détection	PER	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	Equitation	DEX	+3	=	+2	+ +1
<input checked="" type="checkbox"/>	Escalade	FOR	+4	=	+1	+ +1 +2*
<input type="checkbox"/>	Fouille	PER	_____	=	_____	+ _____
<input type="checkbox"/>	Intimidation	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	Marchandage	CHA	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	Natation	FOR	+3	=	+1	+ +2*
<input type="checkbox"/>	Orientation	PER	_____	=	_____	+ _____
<input type="checkbox"/>	Perception auditive	PER	+3	=	+2	+ +1
<input type="checkbox"/>	Pickpocket	DEX	_____	=	_____	+ _____
<input type="checkbox"/>	Pilotage.....	DEX	_____	=	_____	+ _____
<input type="checkbox"/>	Persuasion	CHA	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	Premiers soins	INT	+2	=	+0	+ +2
<input type="checkbox"/>	Profession.....	INT	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	Se cacher	DEX	+6	=	+2	+ +1 +3*
<input type="checkbox"/>	Survie	INT	_____	=	_____	+ _____
<input type="checkbox"/>	.....	.....	_____	=	_____	+ _____

## DONS

Initiative accrue\*

Talent\*

Athlétisme\*

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## ARMES ET EQUIPEMENT

Trousse de maquillage

Bombe flash (1D4)

Boîte de capotes (euh...)

GSM

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