

Sorain SET

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--|---|----|----|----|----|----|----|----|----|----|----|----|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Personnage joué par : PNJ | | Nom : SET | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Ceinture Bouclier | | Tête 14 01-15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bras D. 16-35 | | Bras G. 36-55 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Jambe D. 81-90 | | Jambe G. 91-00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|  | | Prénom : Sorain | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Age : 42 ans Sexe : M Poids : 87 Kg | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Expérience : 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Alignement : +1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Spécialisation : Artilleur <i>Fierté d'Ashoka</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Force : 12 Taille : 18 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Constitution : 13 Dextérité : 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Pouvoir : 3 Apparence : 9 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Intelligence : 16 Education : 11 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Entraînement : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Point de Vie : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | <table border="1"> <tr><td>-2</td><td>-1</td><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr> <tr><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td></tr> <tr><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td></tr> </table> | | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| | | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | | | | | | | | | | | | | | | | | | | | | | |
| | | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | | | | | | | | | | | | | | | | | | | | | | |
| Chance (Pouvoir x 5) : 15-10=05 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attaque(s) par round (CàC) : 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bonus aux Dommages : 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Résistance aux Dommages : 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Régénération naturelle : 4J / 3H12' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Points de Santé Mentale (40+POUx2) : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 46+11-2=55 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Raisons de la perte de SAN : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| F : +1+1+1+1+1+6 // M : +1-1-2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Folies (actives si POU<=40) : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Règles Spéciales de la Race : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Les plus aptes à entrer dans les uniformes et armures des impériaux | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Héros de la Force : Non (PNJ) / Sensibilité à la Force: NON | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Don : Premiers soins : +2 aux améliorations | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Défaut : Guignard : -10 de chance au départ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Traits caractéristiques : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Négociateur malin et assez doué à son niveau, est toujours prêt à aider dans les domaines diplomatiques. Surnommé « le chat noir » par le reste des Commandos d'OMA en raison de sa poisse impressionnante ! | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Citation : « Il y a toujours moyen de contourner les règles, il suffit de trouver comment » | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Finances : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3767 crédits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bijoux et récompenses : Alliance (valeur 40 crédits) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <h2>HUMAIN</h2> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Star Wars

Feuille de Compétences

Personnage joué par : PNJ
 Prénom et Nom : Sorain SET
 Spécialisation : Artilleur sur tourelle *Fierté d'Ashoka*

| | | | | | | | |
|---------------------------|----|-----|-------------------------|-----|----------------------------|----|-----|
| Agriculture (10) | 16 | III | Culture Jedi (01) | III | Observation (20) | 41 | III |
| Anthropologie (01) | | III | Déguisement (01) | III | Persuasion (15) | | III |
| Archéologie (01) | | III | Discrétion (15) | III | Pharmacologie (01) | | III |
| Artisanats (15) | | III | Dissimulation (15) | III | Physique (01) | | III |
| - Ferronnerie | 16 | III | Diplomatie (15) | 42 | Pickpocket (DEX*2) | 30 | III |
| - | | III | Droit (05) | 56 | Premiers soins (30) | 35 | III |
| Arts (01) | | III | Ecouter (25) | III | Prog./Rep. de droïdes (01) | | III |
| - | | III | Énergie (10) | III | Psychanalyse (01) | | III |
| - | | III | Fouiller (25) | III | Psychologie (05) | 35 | III |
| Astronomie (20) | | III | Géologie (01) | 31 | Se cacher (10) | | III |
| Baratin (05) | 42 | III | Histoire (20) | 25 | Sentir (15) | | III |
| Bibliothèque (25) | 35 | III | Histoire naturelle (10) | III | Séduction (APP*2) | 18 | III |
| Biologie (01) | | III | Informatique (10) | III | Serrurerie (01) | | III |
| Botanique (09) | | III | Jeux d'argent (POU*2) | 06 | Sport ((FOR+CON+DEX)/2) | 20 | |
| Bricolage (INT+DEX) | 31 | III | Langue : Basic (EDU*5) | 55 | - Equitation (-10) | 10 | III |
| Carto./Géographie (20) | | III | Langues étrangères (05) | | - Grimper (+25) | 45 | III |
| Chimie (01) | | III | - Falleen | 55 | - Nager (+10) | 30 | III |
| Co. autres (EDU) | 52 | III | - Arkanien | 21 | - Sauter (+10) | 30 | III |
| Co. des armes (EDU*2) | 28 | III | - | III | - Sauter en parachute (+5) | 25 | III |
| Co. des droïdes (EDU*2) | 24 | III | - | III | - Skier (+5) | 25 | III |
| Co. des vaisseaux (EDU*2) | 26 | III | - | III | | | III |
| Co. des véhicules (EDU*2) | 24 | III | Marchandage (05) | III | Suivre une piste (10) | | III |
| Comptabilité (10) | 30 | III | Mécanique (20) | III | Survie milieu hostile (05) | | III |
| Criminalistique (01) | | III | Médecine (05) | III | (...) | | III |

COMPETENCES de COMBAT

| | | | | | |
|-------------------------------|-----|----------------------------------|-----|-----------------------------------|-----|
| Coup de tête (10) | III | Coup de poing (50) | III | Coup de pied (25) | III |
| (...) | III | Arts martiaux (01) | III | Lancer (25) | 27 |
| Esquiver (DEX*2) | 38 | Bloquer (DEX*2) | 30 | Explosif (01) | III |
| Blasters de poing (20) | 30 | Fusils blaster (15) | 49 | Armes blanches (20) | 25 |
| - Sorosuub SSK-7 | III | - Blastech A280c | III | - Dague | III |
| - | III | - | III | - | III |
| - | III | - | III | - | III |
| - | III | - | III | - | III |
| - | III | - | III | - | III |
| Armes lourdes (05) | | Artillerie/Tourelles (05) | 66 | A. de tirs archaïques (20) | |
| - | III | - Tourelle bi-laser | 69 | - | III |
| - | III | - | III | - | III |
| - | III | - | III | - | III |

COMPETENCES de PILOTAGE

| | | | | | |
|------------------------------|-----|------------------------------|-----|----------------------------------|-----|
| Propulseurs (30) | III | Senseurs/Radars (10) | III | Navigation spatiale (01) | III |
| Chasseurs (01) | | Vaisseaux moyens (01) | | Systèmes planétaires (10) | III |
| - | III | - Fierté d'Ashoka | 07 | Vaisseaux capitaux (01) | |
| - | III | - | III | - | III |
| - | III | - | III | - | III |
| - | III | - | III | - | III |
| Véhicules légers (20) | | Véhicules lourds (01) | | Véhicules aquatiques (01) | |
| - | III | - | III | - | III |
| - | III | - | III | - | III |
| - | III | - | III | - | III |
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