

Genn Mokay

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|---|----|--|----|-----------------------|----|----|----|----|----|----|----|----|--|---|---|---|---|----|----|----|----|----|----|----|----|--|----|----|----|----|----|----|----|----|----|----|----|----|
| Personnage joué par : PNJ | | Nom : MOKAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Ceinture ... / ... Bouclier | | Prénom : Genn | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Tête 14 01-15 | | Age : 33 ans Sexe : M Poids : 91 Kg | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bras D. 16-35 | | Expérience : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bras G. 36-55 | | Alignement : -1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Tronc 18 56-80 | | Spécialisation : Simple soldat | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Jambe D. 81-90 | | Force : 15 Taille : 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Jambe G. 91-00 | | Constitution : 13 Dextérité : 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Pouvoir : 9 Apparence : 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Intelligence : 11 Education : 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Entraînement : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | <table border="1"> <tr> <td>Point de Vie :</td> <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></td> <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></td> <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> | | Point de Vie : | -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 |
| Point de Vie : | -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) : 45 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Attaque(s) par round (CàC) : 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Bonus aux Dommages : +1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Résistance aux Dommages : 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Régénération naturelle : 4J / 3H12' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Points de Santé Mentale (40+POUx2) : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 58+1-3=56 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Raisons de la perte de SAN : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | F : -1 -1 -2+6-1 // M : -3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 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 : | | 002 : 2 dons => Sauter en parachute +2 // Jeux d'argent +2 aux améliorations | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Défaut : | | 112 : cartographie -2 aux améliorations | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Personnalité et traits caractéristiques : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Citation : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Finances : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 crédits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bijoux et récompenses : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| HUMAIN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Star Wars

Feuille de Compétences

Personnage joué par : PNJ
 Prénom et Nom : Genn MOKAY
 Spécialisation : Simple soldat

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|---------------------------|--------|-------------------------|--------|----------------------------|--------|
| Agriculture (10) | 000 | Culture Jedi (01) | 000 | Observation (20) | 000 |
| Anthropologie (01) | 000 | Déguisement (01) | 000 | Persuasion (15) | 51 000 |
| Archéologie (01) | 000 | Discrétion (15) | 000 | Pharmacologie (01) | 000 |
| Artisanats (15) | 000 | Dissimulation (15) | 000 | Physique (01) | 000 |
| - | 000 | Diplomatie (15) | 000 | Pickpocket (DEX*2) | 24 000 |
| Arts (01) | 000 | Droit (05) | 000 | Premiers soins (30) | 35 000 |
| - | 000 | Ecouter (25) | 000 | Prog./Rep. de droïdes (01) | 000 |
| - | 000 | Energie (10) | 000 | Psychoanalyse (01) | 000 |
| Astronomie (20) | 000 | Fouiller (25) | 000 | Psychologie (05) | 000 |
| Baratin (05) | 17 000 | Géologie (01) | 000 | Se cacher (10) | 22 000 |
| Bibliothèque (25) | 000 | Histoire (20) | 000 | Sentir (15) | 000 |
| Biologie (01) | 000 | Histoire naturelle (10) | 000 | Séduction (APP*2) | 25 000 |
| Botanique (09) | 10 000 | Informatique (10) | 000 | Serrurerie (01) | 000 |
| Bricolage (INT+DEX) | 23 000 | Jeux d'argent (POU*2) | 18 000 | Sport ((FOR+CON+DEX)/2) | 20 000 |
| Carto./Géographie (20) | 000 | Langue : Basic (EDU*5) | 60 000 | - Equitation (-10) | 10 000 |
| Chimie (01) | 000 | Langues étrangères (05) | 000 | - Grimper (+25) | 45 000 |
| Co. autres (EDU) | 50 000 | - Bothan | 60 000 | - Nager (+10) | 30 000 |
| Co. des armes (EDU*2) | 54 000 | - Skakoan | 16 000 | - Sauter (+10) | 30 000 |
| Co. des droïdes (EDU*2) | 44 000 | - | 000 | - Sauter en parachute (+5) | 25 000 |
| Co. des vaisseaux (EDU*2) | 24 000 | - | 000 | - Skier (+5) | 25 000 |
| Co. des véhicules (EDU*2) | 34 000 | Marchandage (05) | 000 | - | 000 |
| Comptabilité (10) | 000 | Mécanique (20) | 000 | Suivre une piste (10) | 18 000 |
| Criminalistique (01) | 25 000 | Médecine (05) | 000 | Survie milieu hostile (05) | 35 000 |
| | | | | (..) | 000 |

COMPETENCES de COMBAT

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|----------------------------|-----------|----------------------------------|-----------|-----------------------------------|-----------|
| Coup de tête (10) | 000 | Coup de poing (50) | 60 000 | Coup de pied (25) | 35 000 |
| (..) | 000 | Arts martiaux (01) | 000 | Lancer (25) | 000 |
| Esquiver (DEX*2) | 34 000 | Bloquer (DEX*2) | 24 000 | Explosif (01) | 000 |
| Armes de poing (20) | 50 | Fusils (15) | 25 | Armes blanches (20) | 50 |
| - Blastech DH-17 | 000 | - | 000 | - Couteau de combat | 000 |
| - | 000 | - | 000 | - | 000 |
| - | 000 | - | 000 | - | 000 |
| - | 000 | - | 000 | - | 000 |
| - | 000 | - | 000 | - | 000 |
| Armes lourdes (05) | | Artillerie/Tourelles (05) | | A. de tirs archaïques (20) | |
| - | 000 | - | 000 | - | 000 |
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COMPETENCES de PILOTAGE

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|------------------------------|-----|------------------------------|-----|----------------------------------|-----|
| Propulseurs (30) | 000 | Senseurs/Radars (10) | 000 | Navigation spatiale (01) | 000 |
| Chasseurs (01) | | Vaisseaux moyens (01) | | Systèmes planétaires (10) | 000 |
| - | 000 | - | 000 | Vaisseaux capitaux (01) | |
| - | 000 | - | 000 | - | 000 |
| - | 000 | - | 000 | - | 000 |
| Véhicules légers (20) | | Véhicules lourds (01) | | Véhicules aquatiques (01) | |
| - | 000 | - | 000 | - | 000 |
| - | 000 | - | 000 | - | 000 |

