


# starwars

|   |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---|---|--|----|----|----|----|----|----|----|----|----|----|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| <b>Personnage joué par :</b> Quentin  |   | <b>Nom :</b> FIJYJ                                       |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Ceinture</b><br>... / ...  | <b>Tête</b><br>14   | <b>Prénom :</b> Dekin                                    |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Bouclier</b>   | 01-15   | <b>Age :</b> 32 ans <b>Sexe :</b> M <b>Poids :</b> 80 Kg |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|                                 | <b>Bras D.</b><br>...<br>16-35  | <b>Bras G.</b><br>...<br>36-55                           |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|   | <b>Tronc</b><br>18<br>56-80   | <b>Entrainement :</b>                                    |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|   | <b>Jambe D.</b><br>...<br>81-90   | <b>Jambe G.</b><br>...<br>91-00                          |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|   | <b>Point de Vie :</b>   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|   | <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 |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|   | <b>Chance (Pouvoir x 5) :</b> 45  |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|   | <b>Attaque(s) par round (CàC) :</b> 2   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Bonus aux Dommages :</b> 0   |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Résistance aux Dommages :</b> -1   |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Régénération naturelle :</b> 3J  |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Points de Santé Mentale (40+POUx2) :</b><br>58   |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Raisons de la perte de SAN :</b>   |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Folies (actives si POU&lt;=40) :</b>   |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| <b>Règles Spéciales de la Race :</b>  |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Lekku : Peuvent silencieusement communiquer entre eux sans que personne ne s'en aperçoive                         |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Héros de la Force :</b>  | Vous pouvez relancer 1 jet raté (quel qu'il soit) une fois par scénario.  |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Don :</b>  | Affinité Commercial, +20%; Toute amélioration augmente de 2pts.   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Défaut :</b>   | Sauter; toute amélioration est réduite de 2pts.   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Personnalité et traits caractéristiques :</b>  |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Contrebandier dans l'âme, rebelle des les faits. Parents originaires de Mos Eisley. Tatoue à l'avant bras gauche. |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Citation :</b>   | Parler c'est pour les Faibles, Nous on Frappe.  |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Finances :</b>   |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| <b>Bijoux et récompenses :</b>  | .....   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| .....   |   |  |    |    |    |    |    |    |    |    |    |    |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

## TWI'LEK



# Star Wars

## Feuille de Compétences

Personnage joué par : Quentin  
 Prénom et Nom : Dekin FIJYJ  
 Spécialisation : Commando

|                           |          |                         |          |                            |          |
|---------------------------|----------|-------------------------|----------|----------------------------|----------|
| Agriculture (10)          | ■■■      | Culture Jedi (01)       | ■■■      | Médecine (01)              | ■■■      |
| Anthropologie (01)        | .....■■■ | Déguisement (05)        | .....■■■ | Observation (10)           | 30 ■■■   |
| Archéologie (01)          | .....■■■ | Discrétion (20)         | .....■■■ | Persuasion (15)            | 27 ■■■   |
| Artisanats (13)           | .....■■■ | Dissimulation (20)      | .....■■■ | Pharmacologie (01)         | .....■■■ |
| - .....                   | .....■■■ | Diplomatie (20)         | .....■■■ | Physique (01)              | .....■■■ |
| - .....                   | .....■■■ | Droit (01)              | .....■■■ | Pickpocket (DEX*2)         | 32 ■■■   |
| Arts (05)                 | 49 ■■■   | Ecouter (30)            | 34 ■■■   | Premiers soins (30)        | .....■■■ |
| - .....                   | .....■■■ | Energie (05)            | .....■■■ | Prog./Rep. de droïdes (01) | .....■■■ |
| - .....                   | .....■■■ | Fouiller (25)           | 33 ■■■   | Psychanalyse (05)          | .....■■■ |
| Astronomie (15)           | .....■■■ | Géologie (05)           | .....■■■ | Psychologie (10)           | .....■■■ |
| Baratin (10)              | .....■■■ | Histoire (20)           | .....■■■ | Se cacher (15)             | 25 ■■■   |
| Bibliothèque (25)         | .....■■■ | Histoire naturelle (10) | 13 ■■■   | Sentir (16)                | .....■■■ |
| Biologie (01)             | .....■■■ | Informatique (05)       | .....■■■ | Séduction (APP*2+05)       | 44 ■■■   |
| Botanique (10)            | 14 ■■■   | Jeux d'argent (POU*2)   | 26 ■■■   | Serrurerie (01)            | .....■■■ |
| Bricolage (INT+DEX)       | 27 ■■■   | Langue : Basic (EDU*5)  | 45 ■■■   | Sport ((FOR+CON+DEX)/2)    | 22 ■■■   |
| Carto./Géographie (20)    | .....■■■ | LN : Twi'leki (EDU*5)   | 45 ■■■   | - Equitation (-10)         | 12 ■■■   |
| Chimie (01)               | .....■■■ | Langues étrangères (15) | .....■■■ | - Grimper (+25)            | 57 ■■■   |
| Co. autres (EDU)          | 9 ■■■    | - Ugnaught              | 26 ■■■   | - Nager (+5)               | 27 ■■■   |
| Co. des armes (EDU*2)     | 28 ■■■   | - .....                 | .....■■■ | - Sauter (+10)             | 32 ■■■   |
| Co. des droïdes (EDU*2)   | 18 ■■■   | - .....                 | .....■■■ | - Sauter en parachute (+1) | 23 ■■■   |
| Co. des vaisseaux (EDU*2) | 18 ■■■   | - .....                 | .....■■■ | - Skier (+5)               | 27 ■■■   |
| Co. des véhicules (EDU*2) | 18 ■■■   | - .....                 | .....■■■ | - .....                    | .....■■■ |
| Comptabilité (10)         | .....■■■ | Marchandage (19)        | .....■■■ | Suivre une piste (10)      | .....■■■ |
| Criminalistique (05)      | 8 ■■■    | Mécanique (10)          | ■■■      | Survie milieu hostile (15) | 18 ■■■   |

### COMPETENCES de COMBAT

|                               |          |                                  |          |                                   |          |
|-------------------------------|----------|----------------------------------|----------|-----------------------------------|----------|
| Coup de tête (05)             | 15 ■■■   | Coup de poing (45)               | 55 ■■■   | Coup de pied (25)                 | .....■■■ |
| ..... (..)                    | .....■■■ | Arts martiaux (01)               | 5 ■■■    | Lancer (25)                       | .....■■■ |
| Esquiver (DEX*2)              | 52 ■■■   | Bloquer (DEX*2)                  | 42 ■■■   | Explosif (01)                     | 51 ■■■   |
| <b>Blasters de poing (15)</b> | 35 ■■■   | <b>Fusils blaster (05)</b>       | 63 ■■■   | <b>Armes blanches (20)</b>        | 23 ■■■   |
| - Blastech DL-18              | .....■■■ | - Blastech E-11                  | 67 ■■■   | - Matraque Paralysante            | 25 ■■■   |
| - .....                       | .....■■■ | - .....                          | .....■■■ | - Cross de Fusil                  | .....■■■ |
| - .....                       | .....■■■ | - .....                          | .....■■■ | - .....                           | .....■■■ |
| - .....                       | .....■■■ | - .....                          | .....■■■ | - .....                           | .....■■■ |
| - .....                       | .....■■■ | - .....                          | .....■■■ | - .....                           | .....■■■ |
| <b>Armes lourdes (01)</b>     | 5 ■■■    | <b>Artillerie/Tourelles (01)</b> | .....■■■ | <b>A. de tirs archaïques (19)</b> | .....■■■ |
| - Lance Flammes Soro-S        | 6 ■■■    | - .....                          | .....■■■ | - .....                           | .....■■■ |
| - .....                       | .....■■■ | - .....                          | .....■■■ | - .....                           | .....■■■ |
| - .....                       | .....■■■ | - .....                          | .....■■■ | - .....                           | .....■■■ |
| - .....                       | .....■■■ | - .....                          | .....■■■ | - .....                           | .....■■■ |

### COMPETENCES de PILOTAGE

|                                |          |                              |          |                                   |          |
|--------------------------------|----------|------------------------------|----------|-----------------------------------|----------|
| Propulseurs (32)               | ■■■      | Senseurs/Radars (05)         | ■■■      | Navigation spatiale (01)          | 15 ■■■   |
| <b>Chasseurs spatiaux (01)</b> | .....■■■ | <b>Vaisseaux moyens (01)</b> | 51 ■■■   | Systèmes planétaires (05)         | 6 ■■■    |
| - .....                        | .....■■■ | - .....                      | .....■■■ | <b>Vaisseaux capitaux (01)</b>    | .....■■■ |
| - .....                        | .....■■■ | - .....                      | .....■■■ | - .....                           | .....■■■ |
| - .....                        | .....■■■ | - .....                      | .....■■■ | - .....                           | .....■■■ |
| - .....                        | .....■■■ | - .....                      | .....■■■ | - .....                           | .....■■■ |
| <b>Véhicules légers (20)</b>   | .....■■■ | <b>Véhicules lourds (01)</b> | .....■■■ | <b>Autres Véhicules (air/eau)</b> | .....■■■ |
| - .....                        | .....■■■ | - .....                      | .....■■■ | - .....                           | .....■■■ |
| - .....                        | .....■■■ | - .....                      | .....■■■ | - .....                           | .....■■■ |
| - .....                        | .....■■■ | - .....                      | .....■■■ | - .....                           | .....■■■ |
| - .....                        | .....■■■ | - .....                      | .....■■■ | - .....                           | .....■■■ |

# TWI'LEK

