



# DEADLANDS



Nom	_____
Concept	_____ _____ _____
Joueur	_____ Description

- ♠ **Agilité** d
- ♡ **Âme** d
- ♣ **Force** d
- ◇ **Intellect** d
- ♥ **Vigueur** d

**Parade**  
 ⚔ \_\_\_\_\_ ( \_\_\_ ) 🛡️  
**Résistance**  
 ❤️ \_\_\_\_\_ ( \_\_\_ ) 🛡️

**Allure**  
 🏃 \_\_\_\_\_ **au sol** d  
 \_\_\_\_\_ **nage** d  
 \_\_\_\_\_ **vol** d

- ♠ **Athlétisme** ★ d
- ♠ **Combat** d
- ♠ **Conduite** d
- ◇ **Culture g.** ★ d
- ♠ **Discrétion** ★ d
- ◇ **Éducation** d
- ♠ **Équitation** d
- ♡ **Intimidation** d
- ◇ **Jeu** d
- ◇ **Occultisme** d

- ♠ **Navigation** d
- ◇ **Perception** ★ d
- ♡ **Performance** d
- ♡ **Persuasion** ★ d
- ♠ **Pilotage** d
- ◇ **Provocation** d
- ◇ **Recherche** d
- ◇ **Réparation** d
- ◇ **Sciences** d
- ◇ **Soins** d

- ◇ **Stratégie** d
- ♠ **Subterfuge** d
- ◇ **Survie** d
- ♠ **Tir** d

Atouts et autres Capacités

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Arme : Compétence, {CdT}, {{Portées}, }dégâts{ PA}{}, notes).

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Handicaps, séquelles

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Atouts et autres Capacités

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Handicaps, séquelles

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Progressions



Novice \_\_\_\_\_

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Aguerri \_\_\_\_\_

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Vétéran \_\_\_\_\_

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Héroïque \_\_\_\_\_

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Légendaire \_\_\_\_\_

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Équipement



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Pécule \_\_\_\_\_



Jetons



Conviction

Pire cauchemar

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Possession : \_\_\_\_\_



Notes

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