

## CARACTÉRISTIQUES ET ATTRIBUTS

|     |                                   |       |              |                                   |   |
|-----|-----------------------------------|-------|--------------|-----------------------------------|---|
| APP | <div><div></div><div></div></div> | 3D6   | Prestance    | <div><div></div><div></div></div> | % |
| CON | <div><div></div><div></div></div> | 3D6   | Endurance    | <div><div></div><div></div></div> | % |
| DEX | <div><div></div><div></div></div> | 3D6   | Agilité      | <div><div></div><div></div></div> | % |
| FOR | <div><div></div><div></div></div> | 3D6   | Puissance    | <div><div></div><div></div></div> | % |
| TAI | <div><div></div><div></div></div> | 2D6+6 | Corpulence   | <div><div></div><div></div></div> | % |
| ÉDU | <div><div></div><div></div></div> | 3D6+3 | Connaissance | <div><div></div><div></div></div> | % |
| INT | <div><div></div><div></div></div> | 2D6+6 | Intuition    | <div><div></div><div></div></div> | % |
| POU | <div><div></div><div></div></div> | 3D6   | Volonté      | <div><div></div><div></div></div> | % |

## COMPÉTENCES

| INFLUENCE                   | OCC :                             | Pts INP :                  |
|-----------------------------|-----------------------------------|----------------------------|
| Baratin (05%)               | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Contacts & Ressources (10%) | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Crédit (15%)                | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Imposture (00%)             | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Interroger (10%)            | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Jeu* (10%)                  | <div><div></div><div></div></div> | % <input type="checkbox"/> |
|                             | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Négociation (05%)           | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Perspicacité (Int x 2%)     | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Persuasion (15%)            | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Savoir-vivre (Édu x 2%)     | <div><div></div><div></div></div> | % <input type="checkbox"/> |

## SAVOIR-FAIRE

|                            |                                   |                            |
|----------------------------|-----------------------------------|----------------------------|
| Bricolage (20%)            | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Criminalistique (00%)      | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Hypnose (05%)              | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Médecine (05%)             | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Métier* (05%)              | <div><div></div><div></div></div> | % <input type="checkbox"/> |
|                            | <div><div></div><div></div></div> | % <input type="checkbox"/> |
|                            | <div><div></div><div></div></div> | % <input type="checkbox"/> |
|                            | <div><div></div><div></div></div> | % <input type="checkbox"/> |
|                            | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Photographie (10%)         | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Pratique artistique* (05%) | <div><div></div><div></div></div> | % <input type="checkbox"/> |
|                            | <div><div></div><div></div></div> | % <input type="checkbox"/> |
|                            | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Premiers soins (30%)       | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Psychanalyse (00%)         | <div><div></div><div></div></div> | % <input type="checkbox"/> |
| Survie (00%)               | <div><div></div><div></div></div> | % <input type="checkbox"/> |
|                            | <div><div></div><div></div></div> | % <input type="checkbox"/> |

## SANTÉ MENTALE

| 1 <sub>1</sub>   | 2 <sub>1</sub>   | 3 <sub>1</sub>   | 4 <sub>1</sub>   | 5 <sub>1</sub>   | 6 <sub>2</sub>   | 7 <sub>2</sub>   | 8 <sub>2</sub>   | 9 <sub>2</sub>   | 10 <sub>2</sub>  | 11 <sub>3</sub>  | 12 <sub>3</sub>  | 13 <sub>3</sub>  | 14 <sub>3</sub>  | 15 <sub>3</sub>  | 16 <sub>4</sub>  | 17 <sub>4</sub>  | 18 <sub>4</sub>  | 19 <sub>4</sub>  | 20 <sub>4</sub>  | 21 <sub>5</sub>  | 22 <sub>5</sub>  | 23 <sub>5</sub>  | 24 <sub>5</sub>  | 25 <sub>5</sub>  |
|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|
| 26 <sub>6</sub>  | 27 <sub>6</sub>  | 28 <sub>6</sub>  | 29 <sub>6</sub>  | 30 <sub>6</sub>  | 31 <sub>7</sub>  | 32 <sub>7</sub>  | 33 <sub>7</sub>  | 34 <sub>7</sub>  | 35 <sub>7</sub>  | 36 <sub>8</sub>  | 37 <sub>8</sub>  | 38 <sub>8</sub>  | 39 <sub>8</sub>  | 40 <sub>8</sub>  | 41 <sub>9</sub>  | 42 <sub>9</sub>  | 43 <sub>9</sub>  | 44 <sub>9</sub>  | 45 <sub>9</sub>  | 46 <sub>10</sub> | 47 <sub>10</sub> | 48 <sub>10</sub> | 49 <sub>10</sub> | 50 <sub>10</sub> |
| 51 <sub>11</sub> | 52 <sub>11</sub> | 53 <sub>11</sub> | 54 <sub>11</sub> | 55 <sub>11</sub> | 56 <sub>12</sub> | 57 <sub>12</sub> | 58 <sub>12</sub> | 59 <sub>12</sub> | 60 <sub>12</sub> | 61 <sub>13</sub> | 62 <sub>13</sub> | 63 <sub>13</sub> | 64 <sub>13</sub> | 65 <sub>13</sub> | 66 <sub>14</sub> | 67 <sub>14</sub> | 68 <sub>14</sub> | 69 <sub>14</sub> | 70 <sub>14</sub> | 71 <sub>15</sub> | 72 <sub>15</sub> | 73 <sub>15</sub> | 74 <sub>15</sub> | 75 <sub>15</sub> |
| 76 <sub>16</sub> | 77 <sub>16</sub> | 78 <sub>16</sub> | 79 <sub>16</sub> | 80 <sub>16</sub> | 81 <sub>17</sub> | 82 <sub>17</sub> | 83 <sub>17</sub> | 84 <sub>17</sub> | 85 <sub>17</sub> | 86 <sub>18</sub> | 87 <sub>18</sub> | 88 <sub>18</sub> | 89 <sub>18</sub> | 90 <sub>18</sub> | 91 <sub>19</sub> | 92 <sub>19</sub> | 93 <sub>19</sub> | 94 <sub>19</sub> | 95 <sub>19</sub> | 96 <sub>20</sub> | 97 <sub>20</sub> | 98 <sub>20</sub> | 99 <sub>20</sub> | 00 <sub>20</sub> |

## ÉQUIPEMENT

|                            |  |
|----------------------------|--|
| Équipement fétiche (+10%): |  |
|                            |  |
|                            |  |

## POINTS DE MAGIE

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn

|   |                  |      |                 |  |                                      |
|---|------------------|------|-----------------|--|--------------------------------------|
| CITY OF ARKHAM<br>OFFICE OF THE CORONER | NOM              |      | N° 1546-322     |  | ATTACH TO TOE<br>AAPAA No. 246.12.22 |
|   | AGE              | SEXE | NATIONALITÉ     |  |                                      |
|   | OCCUPATION       |      | PROFESSION      |  |                                      |
|   | NIVEAU DE VIE    | %    | PERSONNALITÉ    |  |                                      |
|   | CERCLES PROCHES  |      | CERCLES OPPOSÉS |  |                                      |
|   | CERCLES ÉLOIGNÉS |      | CERCLES ENNEMIS |  |                                      |



Seuil de Blessure

## POINTS DE VIE

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

## SENSORIELLES

|                           |                            |
|---------------------------|----------------------------|
| Bibliothèque (25%)        | % <input type="checkbox"/> |
| Discrétion (10%)          | % <input type="checkbox"/> |
| Dissimulation (15%)       | % <input type="checkbox"/> |
| Écouter (25%)             | % <input type="checkbox"/> |
| Orientation (10%)         | % <input type="checkbox"/> |
| Pister (10%)              | % <input type="checkbox"/> |
| Psychologie (05%)         | % <input type="checkbox"/> |
| Se cacher (10%)           | % <input type="checkbox"/> |
| Trouver Objet Caché (25%) | % <input type="checkbox"/> |
| Vigilance (25%)           | % <input type="checkbox"/> |

## ACTION

|                           |                            |
|---------------------------|----------------------------|
| Armes à feu* (20%)        | % <input type="checkbox"/> |
|                           | % <input type="checkbox"/> |
| Armes blanches* (20%)     | % <input type="checkbox"/> |
|                           | % <input type="checkbox"/> |
| Armes exotiques* (00%)    | % <input type="checkbox"/> |
|                           | % <input type="checkbox"/> |
| Artillerie* (15%)         | % <input type="checkbox"/> |
| Athlétisme (15%)          | % <input type="checkbox"/> |
| Conduite* (20%)           | % <input type="checkbox"/> |
|                           | % <input type="checkbox"/> |
| Corps à corps* (Dex x 2%) | % <input type="checkbox"/> |
|                           | % <input type="checkbox"/> |
| Équitation (05%)          | % <input type="checkbox"/> |
| Navigation (00%)          | % <input type="checkbox"/> |
| Piloter* (00%)            | % <input type="checkbox"/> |
|                           | % <input type="checkbox"/> |

## BLESSURES

|  |  |
|--|--|
|  |  |
|  |  |

## PROTECTIONS

|  |  |
|--|--|
|  |  |
|--|--|

## CONNAISSANCES

|                               |                            |
|-------------------------------|----------------------------|
| Bureaucratie (10%)            | % <input type="checkbox"/> |
| Culture artistique* (10%)     | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
| Langue maternelle* (Édu x 5%) | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
| Langues* (00%)                | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
| Mythe de Cthulhu (00%)        | % <input type="checkbox"/> |
| Sciences de la terre* (00%)   | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
| Sciences de la vie* (00%)     | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
| Sciences formelles* (00%)     | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
| Sciences humaines* (00%)      | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |
| Sciences occultes (05%)       | % <input type="checkbox"/> |
|                               | % <input type="checkbox"/> |

## ARMES

| Dégâts | Portée | Cadence | Charg. |
|--------|--------|---------|--------|
|        |        |         |        |
|        |        |         |        |

Impact

Pieds 1D6

Poings 1D3

Tête 1D4

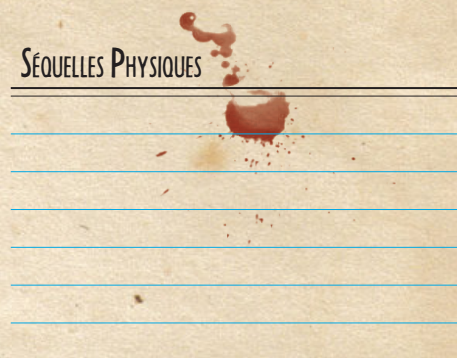
That is not dead which can eternal lie, And with strange aeons, even death may die.



## SÉQUELLES PSYCHOLOGIQUES

| Séquelle | Niveau | Effet | Description |
|----------|--------|-------|-------------|
|          |        |       |             |
|          |        |       |             |
|          |        |       |             |
|          |        |       |             |
|          |        |       |             |
|          |        |       |             |
|          |        |       |             |

## SÉQUELLES PHYSIQUES



## CONTACTS

| Nom  | Attitude | Circonstances | Scénario |
|--|----------|---------------|----------|
|  |          |               |          |
|  |          |               |          |
|  |          |               |          |
|  |          |               |          |
|  |          |               |          |
|  |          |               |          |
|  |          |               |          |

## INVESTIGATEURS CONNUS

| Nom | Scénario | Notes |
|-----|----------|-------|
|     |          |       |
|     |          |       |
|     |          |       |
|     |          |       |
|     |          |       |
|     |          |       |
|     |          |       |

## SAVOIR IMPIES

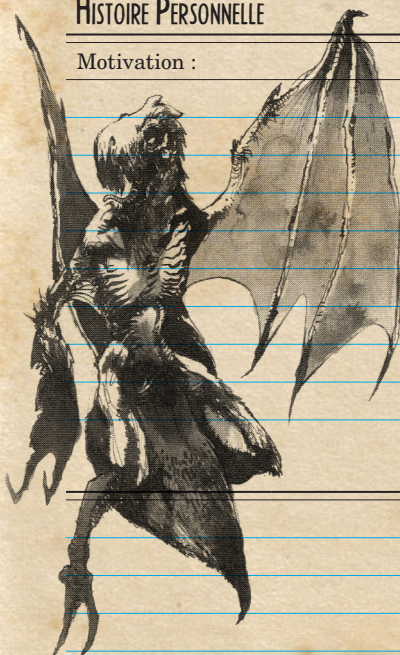
Créatures connues



*Efficient Daemones ut quae non sunt sic tamengua si sint  
Conspicienda hominibus exhibeant*

## HISTOIRE PERSONNELLE

Motivation :



Ouvrages consultés



*I have seen the dark universe yawning  
Where the black planets roll without aim  
Where they roll in their horror unheeded,  
Without knowledge or lustre or name.*

## NOTES

