

Les voormis

	1	2	3	4	5	6
FOR	15	13	16	15	14	16
CON	16	15	14	13	17	13
TAI	10	8	9	8	10	11
INT	9	12	8	11	10	6
POU	13	9	11	8	12	14
DEX	16	11	12	13	15	10
PV	13	12	12	11	14	12
Impact	+1D4	0	+1D4	0	0	+1D4
PV restants						

Combat /dégâts

Griffes 30 %	2D4	1D4	2D4	1D4	1D4	2D4
Gourdin 50 %	1D8+1D4	1D8	1D8+1D4	1D8	1D8	1D8+1D4
Hache de pierre 45 %	1D6+1D4+1	1D6+1	1D6+1D4+1	1D6+1	1D6+1	1D6+1D4+1
Lance 45 %	1D8+1D4	1D8	1D8+1D4	1D8	1D8	1D8+1D4
Bolas 50 %	1D4 + immobilisation					
Filet 35 %	immobilisation					

Armure

Peau épaisse +1

Sorts

1D3 sorts	-	1D3 sorts	-	-	1D3 sorts
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