EVEL EXPERIENCE	EP ARACTERISTICS  CHARACTERISTICS		
	STRENGTH  Base Bonus	DEXTERITY INTELLIGENCE  Base Bonus  Base Bonus	
Profile  NAME  DAGE  ACE	CONSTITUTION  Base Bonus	PERCEPTION CHARISMA  Base Bonus Bonus	
RACE AGE	Paths		
SIZE WEIGHT  SPÉCIFICITÉS	WARRIOR	Thief Wizard	
	Inventory		
STRENGTHS	WEAPON	PATH DAMAGE RANGE	
WEAKNESS	ARMOR	AP REQUIRED MALUS	
	MISC ITEMS		
FOOL 0 10 10 11*		Currency	
* MALUS/BONUS ON ALL CHARACTERISTIC ROLLS	GP GOLD COINS	SP COPPER COINS  =0,1 GP =0,01 GP	

SPECIAL MOVES				
	W	arrior's path		
Ra Thie <b>f</b> 's	Rand  3  2  ank 6  3  path		Special move - beginner Special move - qualified Special move - expert  Rank 6  Magician's Path	
Name	EFFECT	<b>P</b> ATH	EP TURNS	
		Notes		