



OBJECTIF PERSONNEL

Blank text area for personal objectives.

RELATIONS

CAMARADE :

RIVAL :

NIVEAU DE STRESS

Progress bar with 10 empty square slots for stress level.

SANTÉ

Progress bar with 10 empty square slots for health level.

RADIATION

Progress bar with 8 empty square slots for radiation level.

BLESSURES CRITIQUES

Blank text area for critical injuries.

ÉTATS

AFFAMÉ

DÉSHYDRATÉ

ÉPUISE

GELE

Four small square checkboxes for status effects.

CONSOUMMABLES

AIR

NOURRITURE

ÉNERGIE

EAU

Four octagonal icons representing consumables: Air, Food, Energy, and Water.

NOM

Text field for the character's name.

CARRIÈRE

Text field for the character's career.

APPARENCE

Text field for the character's appearance.

TALENT

Blank text area for talents.

POINTS D'EXPÉRIENCE

Progress bar with 10 empty square slots for experience points.

POINTS DE RÉCIT

Progress bar with 3 empty square slots for story points.

OBJETS MINUSCULES

Blank text area for small objects.

OBJET FÉTICHE

Text field for a fetish object.

ÉQUIPEMENT

Equipment list with 10 numbered slots for items.

COMBAT RAPPROCHÉ

FORCE



MACHINES LOURDES

ENDURANCE



COMBAT À DISTANCE



MOBILITÉ

AGILITÉ



PILOTAGE



COMMANDEMENT



ATTRIBUTS



EMPATHIE

MANIPULATION



OBSERVATION



ESPRIT

SURVIE



COMTECH



SOINS MÉDICAUX



PROTECTION

Text field for protection level.

NIVEAU

Text field for level.

ENCOMBREMENT



ARMES

Blank text area for weapons.

BONUS

DÉGÂTS

PORTÉE

Blank text areas for weapon statistics: Bonus, Damage, and Range.