



OBJECTIF PERSONNEL

Blank text box for personal objective.

RELATIONS

CAMARADE :

RIVAL :

NIVEAU DE STRESS

Progress bar with 10 empty square slots.

SANTÉ

Progress bar with 10 empty square slots.

RADIATION

Progress bar with 10 empty square slots.

BLESSURES CRITIQUES

Blank text box for critical wounds.

ÉTATS

AFFAMÉ

DÉSHYDRATÉ

ÉPUISE

GELE

Four small square checkboxes for status effects.

CONSOMMABLES

AIR

NOURRITURE

ÉNERGIE

EAU

Four octagonal icons representing consumables: Air, Nourriture, Énergie, and Eau.

NOM

Blank text box for name.

CARRIÈRE

Blank text box for career.

APPARENCE

Blank text box for appearance.

TALENT

Blank text box for talents.

POINTS D'EXPÉRIENCE

Progress bar with 10 empty square slots.

POINTS DE RÉCIT

Progress bar with 3 empty square slots.

OBJETS MINUSCULES

Blank text box for small objects.

OBJET FÉTICHE

Blank text box for fetish object.

ÉQUIPEMENT

Equipment list with 10 numbered slots.

COMBAT RAPPROCHÉ

FORCE

Octagonal icon for Force attribute.

ENDURANCE

Octagonal icon for Endurance attribute.

MACHINES LOURDES

Octagonal icon for Heavy Machines attribute.

COMBAT À DISTANCE

Octagonal icon for Combat à Distance attribute.

MOBILITÉ

Octagonal icon for Mobility attribute.

AGILITÉ

Central octagonal icon for the Attributes hub.

ATTRIBUTS

OBSERVATION

Octagonal icon for Observation attribute.

ESPRIT

SURVIE

Octagonal icon for Survival attribute.

PILOTAGE

Octagonal icon for Piloting attribute.

COMTECH

Octagonal icon for Comtech attribute.

COMMANDEMENT

Octagonal icon for Command attribute.

SOINS MÉDICAUX

Octagonal icon for Medical attribute.

EMPATHIE

MANIPULATION

Octagonal icon for Manipulation attribute.

PROTECTION

Blank text box for Protection.

NIVEAU

ENCOMBREMENT

Octagonal icon for Encumbrance attribute.

ARMES

Blank text box for weapons.

BONUS

DÉGÂTS

PORTÉE

Blank text boxes for Bonus, Dégâts, and Portée.