

FEUILLE D'AVENTURE

HABILITÉ

Total de départ =

ENDURANCE

Total de départ =

CHANCE

Total de départ =

ÉQUIPEMENT

INDICES ET NOTES

FEUILLE D'AVENTURE

MÉTAMORPHOSE

ALARME

PROVISIONS

CODES ET POUVOIRS PARTICULIERS

OR

COMBATS

ADVERSAIRE =
HABILETÉ =
ENDURANCE =

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