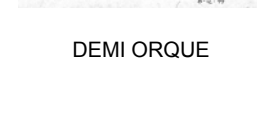
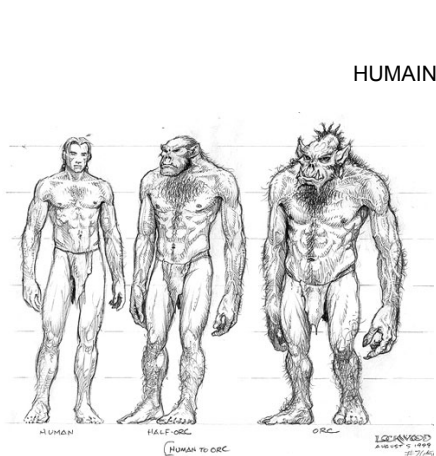




RACES	AJUSTEMENTS RACIAUX		CLASSES			
			MAGE	VOLEUR	GUERRIER	PRETRE
<b>HUMAIN</b>	/	/	O	O	O	O
<b>HALFING</b>	+3 VIT & +1 DEX -1 CA ( bonus taille )	- 3 FO & CONS	O	O	O	O
<b>GNOME &amp; HOBBIT</b>	+2 SAG & +1 DEX -1 CA ( bonus taille )	-2 FO, CONS & CHA	O	O	O	O
<b>DEMI ORQUE</b>	+2 FO	-3 SAG, INT, CHA	N	N	O	N
<b>NAIN</b>	+ 2 CONS	-3 CHA	N	N	O	O
<b>BARBARE</b>	+3 CONS & +1 VIT	Armure CA= 9 max -2 en CHA & SAG	N	N	O	N
<b>ELFE</b>	+2 DEX & +1 INT	-2 CONS & FO	O	O	O	N
<b>ORQUE</b>	+ 3 FO & CONS +1CA( malus taille)	- 5 SAG, INT, CHA	N	N	O	N



HUMAIN

ORQUE

HALFING

ELFE

BARBARE

NAIN

GNOME

DEMI ORQUE