

NATIONAL REGISTRATION

**DO NOTHING WITH THIS PART
UNTIL YOU ARE TOLD**

Full Postal Address of Above Person :—

(Signed) _____

Date _____

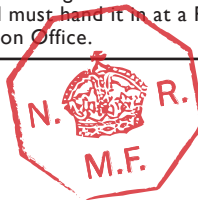
NATIONAL REGISTRATION

1. This Identity Card must be carefully preserved. You may need it under conditions of national emergency for important purposes. You must not lose it or allow it to be stolen. If, nevertheless, it is stolen or completely lost, you must report the fact in person at any local National Registration Office.

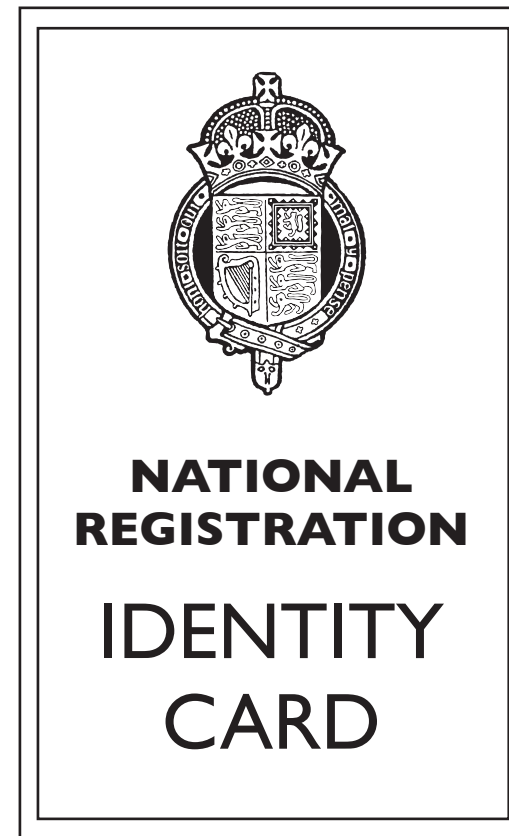
2. You may have to show your Identity Card to persons who are authorised by law to ask you to produce it.

3. You must not allow your Identity Card to pass into the hands of unauthorised persons or strangers. Every grown up person should be responsible for the keeping of his or her Identity Card. The Identity Card of a child should be kept by the parent or guardian or person in charge of the child for the time being.

4. Anyone finding this Card must hand it in at a Police Station or National Registration Office.



51-3120



For %(/) App %(/)
Con %(/) Tai %(/)
Pou %(/) Int %(/)
Dex %(/) Édu %(/)

Chance

Points de Vie max
00 01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20

Points de Magie max
00 01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20

Santé Mentale max
00 01 02 03 04 05 06 07 08 09 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 49 50
51 52 53 54 55 56 57 58 59 60
61 62 63 64 65 66 67 68 69 70
71 72 73 74 75 76 77 78 79 80
81 82 83 84 85 86 87 88 89 90
91 92 93 94 95 96 97 98 99

Anthropologie %(/)
 Archéologie %(/)
 Arts/Métiers () %(/)
 Baratin %(/)
 Bibliothèque %(/)
 Charme %(/)
 Conduite %(/)
 Conduite d'engin lourd %(/)
 Cbt. rapp. (c. à c.) %(/)
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 Crochetage %(/)
 Discrétion %(/)
 Droit %(/)
 Écoute %(/)
 Électricité %(/)
 Équitation %(/)
 Esquive %(/)
 Estimation %(/)

Histoire %(/)
 Grimper %(/)
 Imposture %(/)
 Intimidation %(/)
 Lancer %(/)
 Langue Maternelle %(/)
 Mécanique %(/)
 Médecine %(/)
 Mythe de Cthulhu %(/)
 Naturalisme %(/)
 Nager %(/)
 Occultisme %(/)
 Orientation %(/)
 Persuasion %(/)
 Pickpocket %(/)
 Pilotage () %(/)
 Pister %(/)
 Premiers Soins %(/)
 Psychologie %(/)
 Sauter %(/)
 Survie %(/)
 Trouver Objet Caché %(/)
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