

GANTZ RPG

Desenvolvido por J.M.Beccon
aka Fenmarel

Nome _____ Equipe _____

Jogador _____ Mote _____

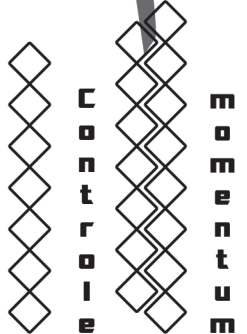
Dogma _____ Aparência _____



Psique

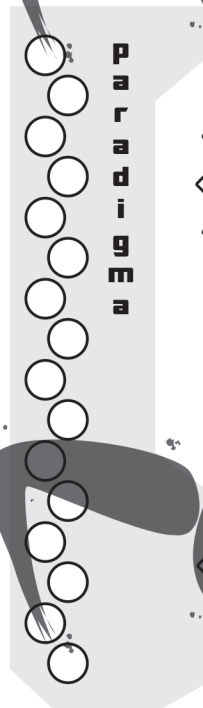


Ação



Controle

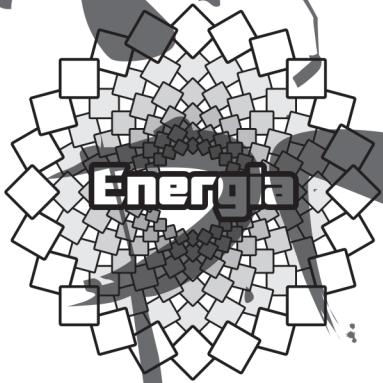
Eventos



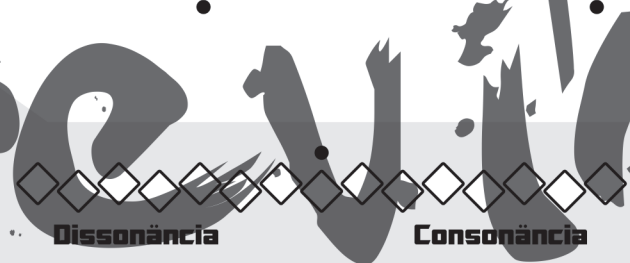
Pilha de Dados



Sangue

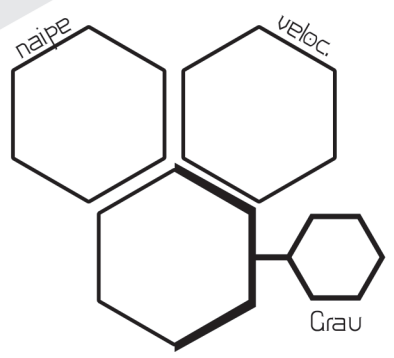


Energia



Dissonância

Consonância

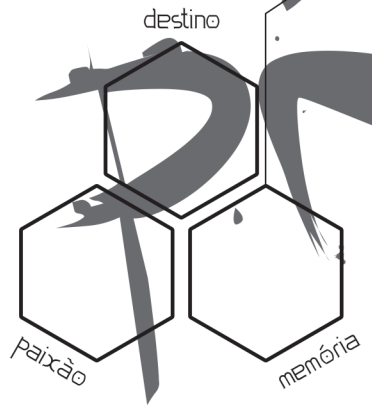


naipes

veloc.

mão de Deus

Grau



paixão

memória

destino



proteção

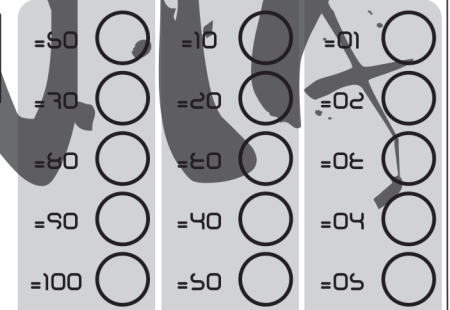
percepção

Equipamento _____ Mod. _____



matéria

Pontos do Gantz



=01
=10
=20
=30
=40
=50
=60
=70
=80
=90
=100

=01
=02
=03
=04
=05

=01
=02
=03
=04
=05