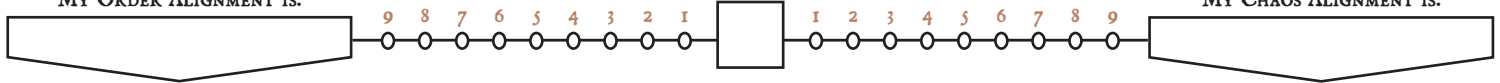


ZWEIHÄNDER BACKGROUND

My ORDER ALIGNMENT IS:



My CHAOS ALIGNMENT IS:

+1 FATE POINT

CORRUPTION

+1 DISORDER

is a(n) **AGE GROUP**

FULL NAME

ANCESTRY **SEX** **BASIC PRO.**

INTERMEDIATE PRO. **ADVANCED PRO.**

is & of a build.

PRONOUN **HEIGHT & WEIGHT** **BUILD TYPE** **FIRST NAME**

has skin, with hair & eyes.

COMPLEXION **HAIR COLOR** **EYE COLOR**

has distinguishing marks:

FIRST NAME #

& &

DISTINGUISHING MARK **DISTINGUISHING MARK**

DISTINGUISHING MARK

was born in , is of the

PRONOUN **SEASON OF BIRTH**

social class & of a(n) upbringing.

SOCIAL CLASS **UPBRINGING**

's Dooming is

FIRST NAME **DOOMING**

, &

DOOMING, CONT.

drawback is

PRONOUN **DRAWBACK**

FATE POINTS <input type="checkbox"/> REPUTATION POINTS <input type="checkbox"/>		DISORDERS & DRAWBACKS			DIFFICULTY RATING 						
PRIMARY ATTRIBUTES			SKILL RANKS +10			FOCUSES					
COMBAT <input type="checkbox"/> BONUS ADVANCE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CB			SPECIAL SKILLS INDICATED WITH * MARTIAL MELEE * 0 0 0 MARTIAL RANGED * 0 0 0 SIMPLE MELEE 0 0 0 SIMPLE RANGED 0 0 0			PERIL THRESHOLD <input type="checkbox"/> { +6 <input type="checkbox"/> +12 <input type="checkbox"/> 3 + WB +18 <input type="checkbox"/>					
BRAWN <input type="checkbox"/> BONUS ADVANCE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BB			ATHLETICS 0 0 0 DRIVE * 0 0 0 INTIMIDATE 0 0 0 TOUGHNESS 0 0 0			PERIL CONDITION TRACK <input type="checkbox"/> UNHINDERED <input type="checkbox"/> IMPERILED <input type="checkbox"/> IGNORE 1 SKILL RANK <input type="checkbox"/> IGNORE 2 SKILL RANKS <input type="checkbox"/> IGNORE 3 SKILL RANKS <input type="checkbox"/> INCAPACITATED!					
AGILITY <input type="checkbox"/> BONUS ADVANCE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> AB			COORDINATION 0 0 0 PILOT * 0 0 0 RIDE * 0 0 0 SKULDUGGERY * 0 0 0 STEALTH 0 0 0			TRAITS					
PERCEPTION <input type="checkbox"/> BONUS ADVANCE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> PB			AWARENESS 0 0 0 EAVESDROP 0 0 0 SCRUTINIZE 0 0 0 SURVIVAL 0 0 0								
INTELLIGENCE <input type="checkbox"/> BONUS ADVANCE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> IB			ALCHEMY * 0 0 0 COUNTERFEIT * 0 0 0 EDUCATION * 0 0 0 FOLKLORE 0 0 0 GAMBLE 0 0 0 HEAL * 0 0 0 NAVIGATION * 0 0 0 WARFARE * 0 0 0								
WILLPOWER <input type="checkbox"/> BONUS ADVANCE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> WB			INCANTATION * 0 0 0 INTERROGATION * 0 0 0 RESOLVE 0 0 0 TRADECREFT * 0 0 0								
FELLOWSHIP <input type="checkbox"/> BONUS ADVANCE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FB			BARGAIN 0 0 0 CHARM 0 0 0 DISGUISE * 0 0 0 GUILE 0 0 0 HANDLE ANIMAL * 0 0 0 LEADERSHIP * 0 0 0 RUMOR 0 0 0								

ZWEIHÄNDER

♦ COMBAT PROFILE ♦

ENCUMBRANCE LIMIT <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 2px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 2px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 2px;"></div> </div> <p style="font-size: 8px; margin-top: 5px;">3 + BB CURRENT OVERAGE</p>	INITIATIVE <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 2px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 2px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 2px;"></div> </div> <p style="font-size: 8px; margin-top: 5px;">3 + PB CURRENT OVERAGE</p>	MOVEMENT <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 2px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 2px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 2px;"></div> </div> <p style="font-size: 8px; margin-top: 5px;">3 + AB CURRENT OVERAGE</p>	DAMAGE THRESHOLD <div style="display: flex; align-items: center; margin-top: 10px;"> <div style="border: 1px solid black; width: 30px; height: 30px; margin-right: 5px;"></div> <div style="font-size: 20px; margin-right: 5px;">}</div> <div style="font-size: 10px;"> +6 <input style="width: 20px; height: 20px;" type="text"/> +12 <input style="width: 20px; height: 20px;" type="text"/> +18 <input style="width: 20px; height: 20px;" type="text"/> </div> </div> <p style="font-size: 8px; margin-top: 5px;">BB + DTh MODIFIER</p>	DAMAGE CONDITION TRACK <div style="margin-top: 10px;"> ○ UNHARMED ○ LIGHTLY WOUNDED ○ MODERATELY WOUNDED ○ SERIOUSLY WOUNDED ○ GRIEVOUSLY WOUNDED ○ SLAIN! </div>	DODGE <div style="text-align: center; margin-top: 10px;"> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; margin: 0 auto;"></div> <p style="margin: 2px 0;">%</p> <p style="font-size: 8px; color: orange;">COORDINATION</p> </div>	DIFFICULTY RATING <div style="text-align: center; margin-top: 10px;"> <p style="font-size: 8px; margin: 0;">TRIVIAL ● +30%</p> <p style="font-size: 8px; margin: 0;">EASY ● +20%</p> <p style="font-size: 8px; margin: 0;">ROUTINE ● +10%</p> <p style="font-size: 8px; margin: 0;">STANDARD ○ +/- 0%</p> <p style="font-size: 8px; margin: 0;">CHALLENGING ● -10%</p> <p style="font-size: 8px; margin: 0;">HARD ● -20%</p> <p style="font-size: 8px; margin: 0;">ARDUOUS ● -30%</p> </div>	
ARMOR <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	DTh MODIFIER <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	QUALITIES <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	ENC. VAL <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	SHIELD <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	QUALITIES <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	ENC. VAL <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	
WEAPON <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	SKILL <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	LOAD <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	HANDLING <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	DISTANCE <small>(SHORT/MEDIUM x2/LONG x3)</small> <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	DAMAGE <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	QUALITIES <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>	ENC. VAL <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>
						TRAPPINGS	
TALENTS				INJURIES			
						COINS (240BP = 1GC, 20SS = 1GC, 12BP = 1SS) <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; text-align: center; line-height: 40px; font-size: 12px;">GC</div> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; text-align: center; line-height: 40px; font-size: 12px;">SS</div> <div style="border: 1px solid black; width: 40px; height: 40px; border-radius: 50%; text-align: center; line-height: 40px; font-size: 12px;">BP</div> </div>	

ZWEIHÄNDER

◆ MAGICK PROFILE ◆

ARCANÉ

COVENANT

DIVINE

MAGIC TYPE

INTELLIGENCE
BONUS

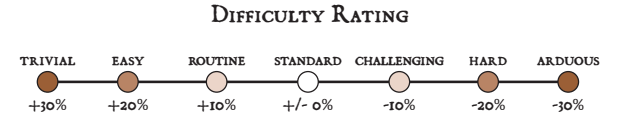
IB

WILLPOWER
BONUS

WB

CAST
MAGICK

%
INCANTATION



MAGICK & RITUALS



ZWEIHÄNDER

◆ ADVANCES ◆

CURRENT REWARD POINTS:

TOTAL REWARD POINTS:

BASIC

100 RP

PROFESSION: _____

SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0

TRAIT: _____ 0

BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 TA _____ 0
 TA _____ 0
 TA _____ 0

INTERMEDIATE

200 RP

PROFESSION: _____

SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0

TRAIT: _____ 0

BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 TA _____ 0
 TA _____ 0
 TA _____ 0

ADVANCED

300 RP

PROFESSION: _____

SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0
 SR _____ 0

TRAIT: _____ 0

BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 BA _____ 0
 TA _____ 0
 TA _____ 0
 TA _____ 0

UNIQUE ADVANCES