

ZWEIHÄNDER

BACKGROUND

_____ is a(n) _____

FULL NAME AGE GROUP ANCESTRY SEX BASIC PRO. INTERMEDIATE PRO. ADVANCED PRO.

_____ is _____ & of a _____ build. _____ has _____ skin with _____ hair & _____ eyes.

PRONOUN HEIGHT & WEIGHT BUILD TYPE FIRST NAME COMPLEXION HAIR COLOR EYE COLOR

_____ has _____ distinguishing mark(s): _____ & _____ & _____

FIRST NAME # DISTINGUISHING MARK DISTINGUISHING MARK DISTINGUISHING MARK

_____ was born in _____, is of the _____ social class & of a(n) _____ upbringing.

PRONOUN SEASON OF BIRTH SOCIAL CLASS UPBRINGING

_____ 's Dooming is _____, & _____ drawback is _____

FIRST NAME DOOMING PRONOUN DRAWBACK

My ORDER ALIGNMENT IS: _____ My CHAOS ALIGNMENT IS: _____

+1 FATE POINT CORRUPTION +1 DISORDER

FATE POINTS ☐		DISORDERS & DRAWBACKS	
REPUTATION POINTS ☐			

PRIMARY ATTRIBUTES	SKILL RANKS +10	FOCUSES
COMBAT ☐ BONUS ADVANCE ○○○○ % CB	SPECIAL SKILLS INDICATED WITH * MARTIAL MELEE * ○ ○ ○ MARTIAL RANGED * ○ ○ ○ SIMPLE MELEE ○ ○ ○ SIMPLE RANGED ○ ○ ○	
BRAWN ☐ BONUS ADVANCE ○○○○ % BB	ATHLETICS ○ ○ ○ DRIVE * ○ ○ ○ INTIMIDATE ○ ○ ○ TOUGHNESS ○ ○ ○	
AGILITY ☐ BONUS ADVANCE ○○○○ % AB	COORDINATION ○ ○ ○ PILOT * ○ ○ ○ RIDE * ○ ○ ○ SKULDUGGERY * ○ ○ ○ STEALTH ○ ○ ○	
PERCEPTION ☐ BONUS ADVANCE ○○○○ % PB	AWARENESS ○ ○ ○ EAVESDROP ○ ○ ○ SCRUTINIZE ○ ○ ○ SURVIVAL ○ ○ ○	
INTELLIGENCE ☐ BONUS ADVANCE ○○○○ % IB	ALCHEMY * ○ ○ ○ COUNTERFEIT * ○ ○ ○ EDUCATION * ○ ○ ○ FOLKLORE ○ ○ ○ GAMBLE ○ ○ ○ HEAL * ○ ○ ○ NAVIGATION * ○ ○ ○ WARFARE * ○ ○ ○	
WILLPOWER ☐ BONUS ADVANCE ○○○○ % WB	INCANTATION * ○ ○ ○ INTERROGATION * ○ ○ ○ RESOLVE ○ ○ ○ TRADECRAFT * ○ ○ ○	
FELLOWSHIP ☐ BONUS ADVANCE ○○○○ % FB	BARGAIN ○ ○ ○ CHARM ○ ○ ○ DISGUISE * ○ ○ ○ GUILE ○ ○ ○ HANDLE ANIMAL * ○ ○ ○ LEADERSHIP * ○ ○ ○ RUMOR ○ ○ ○	

PERIL THRESHOLD
☐ { +6 ☐
3 + WB +12 ☐
+18 ☐

PERIL CONDITION TRACK
☐ UNHINDERED
☐ IMPERILED
☐ IGNORE 1 SKILL RANK
☐ IGNORE 2 SKILL RANKS
☐ IGNORE 3 SKILL RANKS
☐ INCAPACITATED!

DIFFICULTY RATING
TRIVIAL ● +30%
EASY ● +20%
ROUTINE ● +10%
STANDARD ○ +/- 0%
CHALLENGING ● -10%
HARD ● -20%
ARDUOUS ● -30%

TRAITS

ZWEIHÄNDER

♦ COMBAT PROFILE ♦

ENCUMBRANCE LIMIT			INITIATIVE			MOVEMENT			DAMAGE THRESHOLD		DAMAGE CONDITION TRACK	
 3 + BB	 CURRENT	 OVERAGE	 3 + PB	 CURRENT	 OVERAGE	 3 + AB	 CURRENT	 OVERAGE	 BB + DTh MODIFIER	+6 +12 +18	○ UNHARMED ○ LIGHTLY WOUNDED ○ MODERATELY WOUNDED ○ SERIOUSLY WOUNDED ○ GRIEVOUSLY WOUNDED ○ SLAIN!	
DODGE % COORDINATION	ARMOR		DTh MODIFIER		QUALITIES				ENC. VAL			
	SHIELD				QUALITIES				ENC. VAL			
PARRY % COMBAT-BASED SKILL												
WEAPON		SKILL	LOAD	HANDLING	DISTANCE (SHORT/MEDIUM X2/LONG X3)		DAMAGE	QUALITIES	ENC. VAL			
TALENTS							TRAPPINGS					
INJURIES							COINS (24oBP = 1GC, 2oSS = 1GC, 12BP = 1SS) GC SS BP					

ZWEIHÄNDER

♦ ADVANCES ♦

CURRENT REWARD POINTS:

TOTAL REWARD POINTS:

BASIC

PROFESSION: _____

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
TA _____ 0
TA _____ 0
TA _____ 0

100 RP

INTERMEDIATE

PROFESSION: _____

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
TA _____ 0
TA _____ 0
TA _____ 0

200 RP

ADVANCED

PROFESSION: _____

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
TA _____ 0
TA _____ 0
TA _____ 0

300 RP

UNIQUE ADVANCES

ZWEIHÄNDER

♦ MAGICK PROFILE ♦

DIFFICULTY RATING



☐ **ARCANE**

☐ **COVENANT**

☐ **DIVINE**

MAGIC TYPE

**INTELLIGENCE
BONUS**

IB

**WILLPOWER
BONUS**

WB

**CAST
MAGICK**

**%
INCANTATION**

MAGICK & RITUALS

REAGENTS