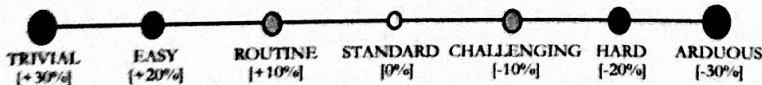


• CHARACTER SHEET •

NAME	AGE	SOCIAL CLASS	SEX	ANCESTRY	PROFESSION
<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; width: 150px; height: 30px;"></div> <div style="text-align: center;"> <p><small>ORDER RANKS</small></p> <p>9 8 7 6 5 4 3 2 1 0 1 2 3 4 5 6 7 8 9</p> <p>0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</p> </div> <div style="border: 1px solid black; width: 150px; height: 30px;"></div> </div>					
ORDER ALIGNMENT		CORRUPTION			CHAOS ALIGNMENT
FATE POINTS <input type="radio"/> REPUTATION POINTS <input type="radio"/>		BACKGROUND			DISORDERS
<div style="display: flex; justify-content: space-between;"> <div>PRIMARY ATTRIBUTES</div> <div>SKILL RANKS +10</div> <div>FOCUSES</div> <div>TIER</div> </div>					

DIFFICULTY RATING CHART



• CHARACTER SHEET •

ENCUMBRANCE LIMIT <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;"><input type="checkbox"/> 1 + BB</div> <div style="text-align: center;"><input type="checkbox"/> CURRENT</div> <div style="text-align: center;"><input type="checkbox"/> OVERAGE</div> </div>			INITIATIVE <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;"><input type="checkbox"/> 1 + PB</div> <div style="text-align: center;"><input type="checkbox"/> OVERAGE</div> <div style="text-align: center;"><input type="checkbox"/> CURRENT</div> </div>			MOVEMENT <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;"><input type="checkbox"/> 1 + AB</div> <div style="text-align: center;"><input type="checkbox"/> OVERAGE</div> <div style="text-align: center;"><input type="checkbox"/> CURRENT</div> </div>																
<table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 15%;">WEAPONS</th> <th style="width: 10%;">SKILL</th> <th style="width: 10%;">LOAD</th> <th style="width: 10%;">HANDLING</th> <th style="width: 20%;">DISTANCE (SHORT/MEDIUM x2/LONG x3)</th> <th style="width: 10%;">DAMAGE</th> <th style="width: 10%;">QUALITY</th> <th style="width: 15%;">ENCUMBRANCE VALUE</th> </tr> <tr> <td colspan="8" style="height: 150px;"></td> </tr> </table>							WEAPONS	SKILL	LOAD	HANDLING	DISTANCE (SHORT/MEDIUM x2/LONG x3)	DAMAGE	QUALITY	ENCUMBRANCE VALUE								
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<table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 15%;">ARMOR</th> <th style="width: 25%;">DAMAGE THRESHOLD MODIFIER</th> <th style="width: 15%;">QUALITY</th> <th style="width: 45%;">ENCUMBRANCE VALUE</th> </tr> <tr> <td colspan="4" style="height: 100px;"></td> </tr> </table>				ARMOR	DAMAGE THRESHOLD MODIFIER	QUALITY	ENCUMBRANCE VALUE					<table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 15%;">SHIELD</th> <th style="width: 15%;">QUALITY</th> <th style="width: 70%;">ENCUMBRANCE VALUE</th> </tr> <tr> <td colspan="3" style="height: 100px;"></td> </tr> </table>			SHIELD	QUALITY	ENCUMBRANCE VALUE					
ARMOR	DAMAGE THRESHOLD MODIFIER	QUALITY	ENCUMBRANCE VALUE																			
SHIELD	QUALITY	ENCUMBRANCE VALUE																				
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DIFFICULTY RATING CHART

TRIVIAL
[+30%]

EASY
[+20%]

ROUTINE
[+10%]

STANDARD
[0%]

CHALLENGING
[-10%]

HARD
[-20%]

ARDUOUS
[-30%]

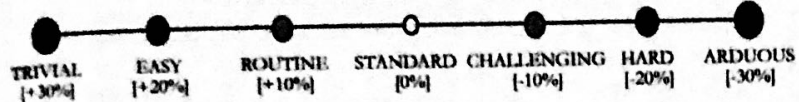
♦ CHARACTER SHEET ♦

CURRENT REWARD POINTS:				TOTAL REWARD POINTS:			
BASIC	PROFESSION: <input style="width: 150px;" type="text"/>			TRAIT: <input style="width: 150px;" type="text"/>			0
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0	100r		
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
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	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
INTERMEDIATE	PROFESSION: <input style="width: 150px;" type="text"/>			TRAIT: <input style="width: 150px;" type="text"/>			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0	200r		
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
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	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
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	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
ADVANCED	PROFESSION: <input style="width: 150px;" type="text"/>			TRAIT: <input style="width: 150px;" type="text"/>			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0	300r		
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
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	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	BA <input style="width: 150px;" type="text"/>	0			
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	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			
	SR <input style="width: 150px;" type="text"/>	0	TA <input style="width: 150px;" type="text"/>	0			

UNIQUE ADVANCES

• CHARACTER SHEET •

DIFFICULTY RATING CHART



INTELLIGENCE
BONUS

☐

WILLPOWER
BONUS

☐

INCANTATION
SKILL

☐

MAGIC & RITUALS