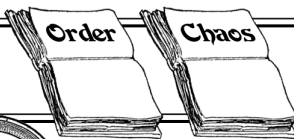
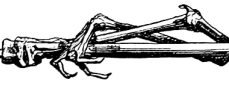




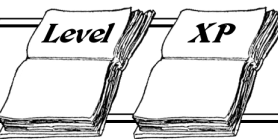
Name











STR

CON

INT

CHA

Strength

Dexterity

Constitution

Will

Intelligence

Charisma

DEX

WIL

CHA

Health

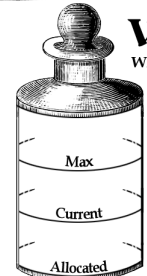
CON x 10

Soul

INT+WIL x 5

Sanity

INT x 10



Vril
WIL x 10

Max

Current

Allocated

Combat



Skills

Non-combat

●●●●	Carbine (DEX)
●●●●	Dodge (DEX x 2)
●●●●	Find Cover (DEX x 2)
●●●●	One-Handed Melee (STR + DEX)
●●●●	Parry (STR + DEX x 2)
●●●●	Pistols (DEX)
●●●●	Psychic Offense (WIL x 2)
●●●●	Psychic Defense (WIL x 2)
●●●●	Rifle (DEX)
●●●●	Throw (STR + DEX)
●●●●	Two-Handed Melee (STR x 2)
●●●●	Unarmed (STR + DEX)
●●●●	
●●●●	
●●●●	
●●●●	

●●●●	Alchemy (0)
●●●●	Appraisal (0)
●●●●	Technology (0)
●●●●	First Aid (20)
●●●●	Knowledge of the Astral (0)
●●●●	Linguistics (0)
●●●●	Lock-picking (DEX)
●●●●	Magical Liturgy (10)
●●●●	Meditation (WIL)
●●●●	Occult Knowledge (10)
●●●●	Perception (20)
●●●●	Persuasion (CHAR x 2)
●●●●	Sneaking (DEX x 2)
●●●●	
●●●●	
●●●●	
●●●●	

Talents



Orders

Order Name

Favor

Rank

Magic



Gear

Max
Slots

Known Spirits

Favor

Evoke

Invoke

Gear Item

Slots

Gear Item

Slots

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Known Spells

Known Rituals

Alchemy Ingredients

Spell & Ritual Reagents

Known Alchemical Formulae

Discipline Proficiencies

Offensive

Environmental

Restorative

Folk Magic

Control

Protection

Astral

Notes