BACKGROUND

- **Full Name, Titles, Aliases** _____
_____
- **Residence** _____
- **Family & Friends** _____
_____
_____
- **Enemies** _____
_____
_____

TRAVEL GEAR

- **Equipment** _____
_____
_____
_____
_____
- **Saddle Horse** _____ Breed/Type _____
CON _____ STR _____ SIZ _____ INT _____ POW _____ DEX _____ MOV_____
Armor _____ Dam. Bonus _____ HP _____
Skills _____

GRIMOIRE, NOTES

_____ _____ _____ _____ _____
_____ _____ _____ _____ _____
_____ _____ _____ _____ _____
_____ _____ _____ _____ _____
_____ _____ _____ _____ _____
_____ _____ _____ _____ _____
_____ _____ _____ _____ _____
_____ _____ _____ _____ _____
_____ _____ _____ _____ _____
_____ _____ _____ _____ _____

WEALTH

- **Bronzes on Person** _____
_____
- **Income** _____
_____
- **Property** _____
_____
_____

- **Land** _____
_____
- **Treasure** _____
_____
_____

BOUND DEMONS & ELEMENTALS

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS
CON _____	_____
SIZ _____	
INT _____ x5=	Idea _____%
POW _____ x5=	Luck _____%
DEX _____ x5=	Dexterity _____%
MOV _____	Armor _____

Need _____
Abilities _____
_____
_____
_____
Weapons _____
_____
Skills _____
_____
Magic Points to Summon: _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS
CON _____	_____
SIZ _____	
INT _____ x5=	Idea _____%
POW _____ x5=	Luck _____%
DEX _____ x5=	Dexterity _____%
MOV _____	Armor _____

Need _____
Abilities _____
_____
_____
_____
Weapons _____
_____
Skills _____
_____
Magic Points to Summon: _____

Name _____
Breed / Type _____

STR _____	DAMAGE BONUS
CON _____	_____
SIZ _____	
INT _____ x5=	Idea _____%
POW _____ x5=	Luck _____%
DEX _____ x5=	Dexterity _____%
MOV _____	Armor _____

Need _____
Abilities _____
_____
_____
_____
Weapons _____
_____
Skills _____
_____
Magic Points to Summon: _____