

Beyond the Veil Character Sheet			Name: _____ Class: _____ Level: _____ Specialisation: _____		
Attributes			Equipment & Treasure		
Power	Dexterity	Knowledge			
Focus	Will	Size			
Grit		Social		Magic	
Grit Dice Current: <b>D</b> Max:	Temporary Dice <b>D</b> <b>D</b> <b>D</b> <b>D</b> <b>D</b> <b>D</b>	Social Dice Current: <b>D</b> Max:	Temporary Dice <b>D</b> <b>D</b> <b>D</b> <b>D</b> <b>D</b> <b>D</b>	Magic Dice Current: <b>D</b> Max:	Temporary Dice <b>D</b> <b>D</b> <b>D</b> <b>D</b> <b>D</b> <b>D</b>
<input type="checkbox"/> Athletics (P) <input type="checkbox"/> Track (K) <input type="checkbox"/> Persevere (W)	<input type="checkbox"/> Disarm (D) <input type="checkbox"/> Recover (F)	<input type="checkbox"/> Intimidate (P) <input type="checkbox"/> Culture (K) <input type="checkbox"/> Elocution (W)	<input type="checkbox"/> Sneak (D) <input type="checkbox"/> Observe (F)	<input type="checkbox"/> Imbue (P) <input type="checkbox"/> Arcanery (K) <input type="checkbox"/> Scry (F)	<input type="checkbox"/> Disenchant (D) <input type="checkbox"/> Curse (W)
Combat		Motivations & Morals		Spells	
Hit Points Current   Max <b>D</b>	Weapon Dice <b>D</b>	AV	Motivations:  Morals: Good / Bad		Spell Challenge _____
Ward Points	Damage Type	Speed			_____
Today's Equipment: Weapon Bonuses:					_____
Background & Species		Devotion		Class Features	
Background: Background Bonuses:  Species: Species Bonuses:  Save Trainings:		Current Devotion: Hollow Rests: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tenet/Temptation:  Devotion Bonuses:			