
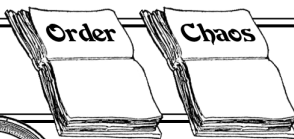
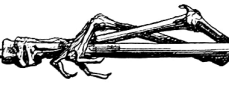


# Name






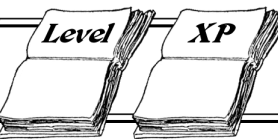
## Order




## Chaos




## Alignment




## Background



## Ritual Knowledge



## Level



## XP

STR

Strength

DEX

CON

Dexterity

WIL

INT

Constitution

CHA

WIL

Will

CHA

INT

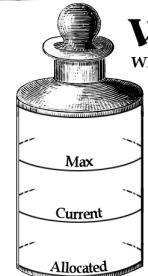
Intelligence

CHA


CHA

Charisma

CHA




Health




CON x 10

Soul

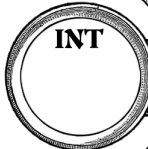


INT+WIL x 5

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 &amp; Ritual Reagents

Known Alchemical Formulae

Discipline Proficiencies

Offensive

Environmental

Restorative

Folk Magic

Control

Protection

Astral

Notes