
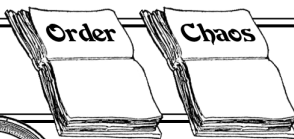
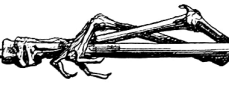


# Name






# Background



## Alignment



## Ritual Knowledge

## STR

## Strength

## DEX

## CON

## Dexterity

## WIL

## INT

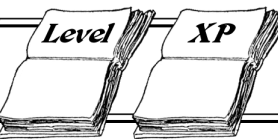
## Constitution

## CHA


## Will


## Intelligence

## Charisma




## Health

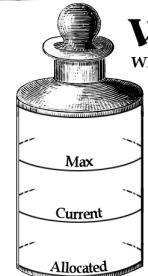




## Soul



## Combat



## 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 (WILL x 2)
●●●●	Psychic Defense (WILL 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 (WILL)
●●●●	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