

Name

Background

Order

Chaos

Alignment

Ritual Knowledge

Level

XP

STR

Strength

DEX

CON

Dexterity

WIL

INT

Constitution


CHA

Will

Intelligence

Charisma


Health



CON x 10

Vril

WILL x 10

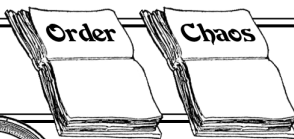


Max

Current

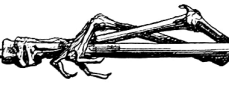
Allocated

Soul



INT+WILL x 5

Sanity



INT x 10

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 (WILL x 2)
●●●●	Psychic Defense (WILL x 2)
●●●●	Rifle (DEX)
●●●●	Throw (STR + DEX)
●●●●	Two-Handed Melee (STR x 2)
●●●●	Unarmed (STR + DEX)
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●●●●	
●●●●	
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●●●●	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)
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Talents



Orders

Order Name

Favor

Rank

Magic



Gear

Max
Slots

Known Spirits

Favor

Evoke

Invoke

Gear Item

Slots

Gear Item

Slots

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Known Spells

Known Rituals

Alchemy Ingredients

Spell & Ritual Reagents

Known Alchemical Formulae

Discipline Proficiencies

Offensive

Environmental

Restorative

Folk Magic

Control

Protection

Astral

Notes