Name

Background

Order

Chaos

Alignment

Ritual Knowledge

Level

XP

STR

Strength

DEX

Dexterity

CON

Constitution

WIL

Will

INT

Intelligence

CHA

Charisma

Health

CON x 10

Vril

WILL x 10

Max

Current

Allocated

Soul

INT+WILL x 5

Sanity

INT x 10

Skills

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)

Non-combat

- 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

Known Spirits	Favor	Evoke	Invoke
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○
	○	○	○

Known Spells	Known Rituals

Known Alchemical Formulae	Discipline Proficiencies
	Offensive
	Environmental
	Restorative
	Folk Magic
	Control
	Protection
	Astral

Gear

Max Slots

Gear Item	Slots	Gear Item	Slots

Alchemy Ingredients	Spell & Ritual Reagents

Notes