

# SIGIL & SHADOW

NAME \_\_\_\_\_

MILESTONES \_\_\_\_\_ RANK \_\_\_\_\_

CASTING \_\_\_\_\_ DRIVE \_\_\_\_\_

ODDITY \_\_\_\_\_

<i>Strength</i>	<i>Dexterity</i>	<i>Logic</i>	<i>Willpower</i>

BONE PILE \_\_\_\_\_ CURRENT BONES \_\_\_\_\_

HP \_\_\_\_\_ CURRENT HP \_\_\_\_\_

INITIATIVE \_\_\_\_\_ DAMAGE RESISTANCE \_\_\_\_\_

<i>Skill</i>	<i>Training</i>	<i>Level</i>	<i>Score %</i>
ARCANA	<input type="radio"/>		
	<input type="radio"/>		
	<input type="radio"/>		
COMBAT	<input type="radio"/>		
	<input type="radio"/>		
	<input type="radio"/>		
EDUCATION	<input type="radio"/>		
	<input type="radio"/>		
	<input type="radio"/>		
INVESTIGATION	<input type="radio"/>		
LARCENY	<input type="radio"/>		
MEDICINE	<input type="radio"/>		
MYSTICISM	<input type="radio"/>		
SOCIAL	<input type="radio"/>		
	<input type="radio"/>		
	<input type="radio"/>		
SURVIVAL	<input type="radio"/>		
TECHNICAL	<input type="radio"/>		
	<input type="radio"/>		
	<input type="radio"/>		

BACKGROUND \_\_\_\_\_

LIFESTYLE \_\_\_\_\_

## *Equipment*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

<i>Attack</i>	<i>Damage</i>	<i>Range</i>	<i>Notes</i>
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MELEE DAMAGE BONUS \_\_\_\_\_ RANGE DAMAGE BONUS \_\_\_\_\_

## *Descriptors*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## *Powers* BURDENS, GIFTS, MANIFESTATIONS, PERKS, SPELLS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

*Action Tracker*    0    -20    -40    -60    -80    -100