

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"/>		

# SIGIL & SHADOW

BACKGROUND

LIFESTYLE

## *Equipment*

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*Attack*

*Damage*

*Range*

*Notes*

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MELEE DAMAGE BONUS

RANGE DAMAGE BONUS

## *Descriptors*

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## *Powers*

BURDENS, GIFTS, MANIFESTATIONS, PERKS, SPELLS

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*Action Tracker*

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-20

-40

-60

-80

-100