

# SOLO CHARACTER RECORD SHEET

Name:

Character & Focus:

Keywords:

**\* Attributes \***

<b>Vita</b>	(Base) (Items/Other) Mod	<b>Power</b>	(Base) (Items/Other) Mod
<b>Might</b>	(Base) (Items/Other) Mod	<b>DMG</b>	(Base) (Items/Other) Mod
<b>Stride</b>	(Base) (Items/Other) Mod	<b>Defense</b>	(Base) (Items/Other) Mod
<b>Armor Absorption</b>	World Melee Snare		
Coins	Lore		

**\* Skills \***

<b>Archeology</b>	(Base) (Items/Other) Mod	<b>Awareness</b>	(Base) (Items/Other) Mod
<b>Ecology</b>	(Base) (Items/Other) Mod	<b>Faith</b>	(Base) (Items/Other) Mod
<b>Nerve</b>	(Base) (Items/Other) Mod	<b>Occult</b>	(Base) (Items/Other) Mod
<b>Speech</b>	(Base) (Items/Other) Mod	<b>Trickery</b>	(Base) (Items/Other) Mod

**\* Conditions & Story Markers \***

- |  |  |
|--|--|
| <input type="checkbox"/> Infections (□□□□□)        | <input type="checkbox"/> Green Marker  |
| <input type="checkbox"/> Wanted (No Town Services) | <input type="checkbox"/> Red Marker    |
| <input type="checkbox"/> Blue Marker               | <input type="checkbox"/> Yellow Marker |

**\* Status' (Positive) \***

- |   |  |
|---|--|
| <input type="checkbox"/> <b>Blessed:</b><br>+5 Might, Absorption 1              | <input type="checkbox"/> <b>Fortified:</b><br>+5 Defense, No Infections  |
| <input type="checkbox"/> <b>Brave:</b><br>+1 Nerve, +1 Damage                   | <input type="checkbox"/> <b>Lucky:</b><br>+1 Search, +1 Trickery         |
| <input type="checkbox"/> <b>Ethereal:</b><br>Absorption 2 from Corporeal/Snares | <input type="checkbox"/> <b>Perceptive:</b><br>+1 Awareness, No Darkness |
| <input type="checkbox"/> <b>Faithful:</b><br>+1 Faith, +1 Occult                | <input type="checkbox"/> <b>Respected:</b><br>+1 Speech, +1 Trickery     |
| <input type="checkbox"/> <b>Favored:</b><br>+3 Max Vita, +1 Skill Rolls         | <input type="checkbox"/> <b>Swift:</b><br>+1 Stride, +5 Defense          |

**× Status' (Negative) ×**

- |  |  |
|--|--|
| <input type="checkbox"/> <b>Bloodlust(Faith):</b><br>+2 DMG, -2 Speech/Faith, -3 Max Vita        | <input type="checkbox"/> <b>Lycanthropic(Occult):</b><br>+1 Damage, +1 Stride              |
| <input type="checkbox"/> <b>Cursed(Occult):</b><br>-1 All skills, -4 Max Vita                    | <input type="checkbox"/> <b>Possessed(Faith):</b><br>1 Damage to Allies in AURA 1          |
| <input type="checkbox"/> <b>Deranged(Awareness):</b><br>No Abilities with PP, No Rituals/Prayers | <input type="checkbox"/> <b>Sickened(Ecology):</b><br>Pick worst of two Damage rolls       |
| <input type="checkbox"/> <b>Fractured(Trickery):</b><br>-10 Def, Lose 1 Hand                     | <input type="checkbox"/> <b>Spooked(Nerve):</b><br>-5 Might, -1 Nerve                      |
| <input type="checkbox"/> <b>Immobilized(Trickery):</b><br>-10 Might, Stride 0                    | <input type="checkbox"/> <b>Transformed(Occult):</b><br>Lose 1 Hand, Fail all skill checks |

**\* Current Attributes \***

<b>Vita</b>	<b>Power</b>
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**\* Temporary Bonuses \***

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**\* Attributes \***

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<b>Might</b>	(Base) (Items/Other) Mod	<b>DMG</b>	(Base) (Items/Other) Mod
<b>Stride</b>	(Base) (Items/Other) Mod	<b>Defense</b>	(Base) (Items/Other) Mod
<b>Armor Absorption</b>	World Melee Snare		
Coins	Lore		

**\* Skills \***

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<b>Ecology</b>	(Base) (Items/Other) Mod	<b>Faith</b>	(Base) (Items/Other) Mod
<b>Nerve</b>	(Base) (Items/Other) Mod	<b>Occult</b>	(Base) (Items/Other) Mod
<b>Speech</b>	(Base) (Items/Other) Mod	<b>Trickery</b>	(Base) (Items/Other) Mod

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| <input type="checkbox"/> <b>Ethereal:</b><br>Absorption 2 from Corporeal/Snares | <input type="checkbox"/> <b>Perceptive:</b><br>+1 Awareness, No Darkness |
| <input type="checkbox"/> <b>Faithful:</b><br>+1 Faith, +1 Occult                | <input type="checkbox"/> <b>Respected:</b><br>+1 Speech, +1 Trickery     |
| <input type="checkbox"/> <b>Favored:</b><br>+3 Max Vita, +1 Skill Rolls         | <input type="checkbox"/> <b>Swift:</b><br>+1 Stride, +5 Defense          |

**× Status' (Negative) ×**

- |  |  |
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| <input type="checkbox"/> <b>Cursed(Occult):</b><br>-1 All skills, -4 Max Vita                    | <input type="checkbox"/> <b>Possessed(Faith):</b><br>1 Damage to Allies in AURA 1          |
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<b>Vita</b>	<b>Power</b>
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**\* Temporary Bonuses \***

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**\* Attributes \***

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<b>Stride</b>	(Base) (Items/Other) Mod	<b>Defense</b>	(Base) (Items/Other) Mod
<b>Armor Absorption</b>	World Melee Snare		
Coins	Lore		

**\* Skills \***

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<b>Ecology</b>	(Base) (Items/Other) Mod	<b>Faith</b>	(Base) (Items/Other) Mod
<b>Nerve</b>	(Base) (Items/Other) Mod	<b>Occult</b>	(Base) (Items/Other) Mod
<b>Speech</b>	(Base) (Items/Other) Mod	<b>Trickery</b>	(Base) (Items/Other) Mod

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**\* Current Attributes \***

<b>Vita</b>	<b>Power</b>
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**\* Temporary Bonuses \***

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♦ Lore Progression (Track Abilities & Lore) ♦

- Starting Ability 1: \_\_\_\_\_
- Starting Ability 2: \_\_\_\_\_
- 100: \_\_\_\_\_
- 200: \_\_\_\_\_
- 350: \_\_\_\_\_
- L Ghosts Gain: \_\_\_\_\_
- 500: \_\_\_\_\_
- 650: \_\_\_\_\_
- 800: \_\_\_\_\_
- L Ghosts Gain: \_\_\_\_\_
- 950: \_\_\_\_\_
- 1100: \_\_\_\_\_
- 1250: \_\_\_\_\_
- L Ghosts Gain: \_\_\_\_\_
- 1400: \_\_\_\_\_
- 1550: \_\_\_\_\_
- 1700: \_\_\_\_\_

Ability Points:

♦ Equipped/Carried (Items & Artifacts) ♦

- Heirloom: \_\_\_\_\_
- Head \_\_\_\_\_  Carried/backpack(1-8)
- Neck \_\_\_\_\_ 1 \_\_\_\_\_
- Chest \_\_\_\_\_ 2 \_\_\_\_\_
- Back \_\_\_\_\_ 3 \_\_\_\_\_
- Arms \_\_\_\_\_ 4 \_\_\_\_\_
- Waist \_\_\_\_\_ 5 \_\_\_\_\_
- Feet \_\_\_\_\_ 6 \_\_\_\_\_
- Hand (right) \_\_\_\_\_ 7 \_\_\_\_\_
- Hand (left) \_\_\_\_\_ 8 \_\_\_\_\_
- Ring (right) \_\_\_\_\_
- Ring (left) \_\_\_\_\_

♦ Mystic Arts (Prayers/Rituals) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Companions (Hired/Gained) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Consumable Items (tokens) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Lore Progression (Track Abilities & Lore) ♦

- Starting Ability 1: \_\_\_\_\_
- Starting Ability 2: \_\_\_\_\_
- 100: \_\_\_\_\_
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- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Consumable Items (tokens) ♦

- : \_\_\_\_\_
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- : \_\_\_\_\_

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- : \_\_\_\_\_
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- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Consumable Items (tokens) ♦

- : \_\_\_\_\_
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- : \_\_\_\_\_
- : \_\_\_\_\_

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- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Consumable Items (tokens) ♦

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- : \_\_\_\_\_
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Coins	Lore		

+ Skills +

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<b>Speech</b>	(Base)	(Items/Other)	Mod
<b>Trickery</b>	(Base)	(Items/Other)	Mod

+ Conditions & Story Markers +

- Infections (□□□□)
- Wanted (No Town Services)
- Blue Marker
- Green Marker
- Red Marker
- Yellow Marker

+ Status' (Positive) +

- Blessed:**  
+5 Might, Absorption 1
- Brave:**  
+1 Nerve, +1 Damage
- Ethereal:**  
Absorption 2 from Corporeal/Snares
- Faithful:**  
+1 Faith, +1 Occult
- Favored:**  
+3 Max Vita, +1 Skill Rolls
- Fortified:**  
+5 Defense, No Infections
- Lucky:**  
+1 Search, +1 Trickery
- Perceptive:**  
+1 Awareness, No Darkness
- Respected:**  
+1 Speech, +1 Trickery
- Swift:**  
+1 Stride, +5 Defense

× Status' (Negative) ×

- Bloodlust(Faith):**  
+2 DMG, -2 Speech/Faith, -3 Max Vita
- Cursed(Occult):**  
-1 All skills, -4 Max Vita
- Deranged(Awareness):**  
No Abilities with PP, No Rituals/Prayers
- Fractured(Trickery):**  
-10 Def, Lose 1 Hand
- Immobilized(Trickery):**  
-10 Might, Stride 0
- Lycanthropic(Occult):**  
+1 Damage, +1 Stride
- Possessed(Faith):**  
1 Damage to Allies in AURA 1
- Sickened(Ecology):**  
Pick worst of two Damage rolls
- Spooked(Nerve):**  
-5 Might, -1 Nerve
- Transformed(Occult):**  
Lose 1 Hand, Fail all skill checks

+ Current Attributes +

Vita	Power
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+ Temporary Bonuses +

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+ Attributes +

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<b>Awareness</b>	(Base)	(Items/Other)	Mod
<b>Ecology</b>	(Base)	(Items/Other)	Mod
<b>Faith</b>	(Base)	(Items/Other)	Mod
<b>Nerve</b>	(Base)	(Items/Other)	Mod
<b>Occult</b>	(Base)	(Items/Other)	Mod
<b>Speech</b>	(Base)	(Items/Other)	Mod
<b>Trickery</b>	(Base)	(Items/Other)	Mod

+ Conditions & Story Markers +

- Infections (□□□□)
- Wanted (No Town Services)
- Blue Marker
- Green Marker
- Red Marker
- Yellow Marker

+ Status' (Positive) +

- Blessed:**  
+5 Might, Absorption 1
- Brave:**  
+1 Nerve, +1 Damage
- Ethereal:**  
Absorption 2 from Corporeal/Snares
- Faithful:**  
+1 Faith, +1 Occult
- Favored:**  
+3 Max Vita, +1 Skill Rolls
- Fortified:**  
+5 Defense, No Infections
- Lucky:**  
+1 Search, +1 Trickery
- Perceptive:**  
+1 Awareness, No Darkness
- Respected:**  
+1 Speech, +1 Trickery
- Swift:**  
+1 Stride, +5 Defense

× Status' (Negative) ×

- Bloodlust(Faith):**  
+2 DMG, -2 Speech/Faith, -3 Max Vita
- Cursed(Occult):**  
-1 All skills, -4 Max Vita
- Deranged(Awareness):**  
No Abilities with PP, No Rituals/Prayers
- Fractured(Trickery):**  
-10 Def, Lose 1 Hand
- Immobilized(Trickery):**  
-10 Might, Stride 0
- Lycanthropic(Occult):**  
+1 Damage, +1 Stride
- Possessed(Faith):**  
1 Damage to Allies in AURA 1
- Sickened(Ecology):**  
Pick worst of two Damage rolls
- Spooked(Nerve):**  
-5 Might, -1 Nerve
- Transformed(Occult):**  
Lose 1 Hand, Fail all skill checks

+ Current Attributes +

Vita	Power
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+ Temporary Bonuses +

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Name:

Character & Focus:

Keywords:

+ Attributes +

<b>Vita</b>	(Base)	(Items/Other)	Mod
<b>Power</b>	(Base)	(Items/Other)	Mod
<b>Might</b>	(Base)	(Items/Other)	Mod
<b>DMG</b>	(Base)	(Items/Other)	Mod
<b>Stride</b>	(Base)	(Items/Other)	Mod
<b>Defense</b>	(Base)	(Items/Other)	Mod
<b>Armor Absorption</b>	World	Melee	Snare
Coins	Lore		

+ Skills +

<b>Archeology</b>	(Base)	(Items/Other)	Mod
<b>Awareness</b>	(Base)	(Items/Other)	Mod
<b>Ecology</b>	(Base)	(Items/Other)	Mod
<b>Faith</b>	(Base)	(Items/Other)	Mod
<b>Nerve</b>	(Base)	(Items/Other)	Mod
<b>Occult</b>	(Base)	(Items/Other)	Mod
<b>Speech</b>	(Base)	(Items/Other)	Mod
<b>Trickery</b>	(Base)	(Items/Other)	Mod

+ Conditions & Story Markers +

- Infections (□□□□)
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- Fortified:**  
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× Status' (Negative) ×

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Lose 1 Hand, Fail all skill checks

+ Current Attributes +

Vita	Power
------	-------

+ Temporary Bonuses +

--

Name:

Character & Focus:

Keywords:

+ Attributes +

<b>Vita</b>	(Base)	(Items/Other)	Mod
<b>Power</b>	(Base)	(Items/Other)	Mod
<b>Might</b>	(Base)	(Items/Other)	Mod
<b>DMG</b>	(Base)	(Items/Other)	Mod
<b>Stride</b>	(Base)	(Items/Other)	Mod
<b>Defense</b>	(Base)	(Items/Other)	Mod
<b>Armor Absorption</b>	World	Melee	Snare
Coins	Lore		

+ Skills +

<b>Archeology</b>	(Base)	(Items/Other)	Mod
<b>Awareness</b>	(Base)	(Items/Other)	Mod
<b>Ecology</b>	(Base)	(Items/Other)	Mod
<b>Faith</b>	(Base)	(Items/Other)	Mod
<b>Nerve</b>	(Base)	(Items/Other)	Mod
<b>Occult</b>	(Base)	(Items/Other)	Mod
<b>Speech</b>	(Base)	(Items/Other)	Mod
<b>Trickery</b>	(Base)	(Items/Other)	Mod

+ Conditions & Story Markers +

- Infections (□□□□)
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- Blue Marker
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× Status' (Negative) ×

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Lose 1 Hand, Fail all skill checks

+ Current Attributes +

Vita	Power
------	-------

+ Temporary Bonuses +

--



♦ Lore Progression (Track Abilities & Lore) ♦

- Starting Ability 1: \_\_\_\_\_
- Starting Ability 2: \_\_\_\_\_
- 100: \_\_\_\_\_
- 200: \_\_\_\_\_
- 350: \_\_\_\_\_
- L Ghosts Gain: \_\_\_\_\_
- 500: \_\_\_\_\_
- 650: \_\_\_\_\_
- 800: \_\_\_\_\_
- L Ghosts Gain: \_\_\_\_\_
- 950: \_\_\_\_\_
- 1100: \_\_\_\_\_
- 1250: \_\_\_\_\_
- L Ghosts Gain: \_\_\_\_\_
- 1400: \_\_\_\_\_
- 1550: \_\_\_\_\_
- 1700: \_\_\_\_\_

Ability Points:

♦ Equipped/Carried (Items & Artifacts) ♦

- Heirloom: \_\_\_\_\_
- Head \_\_\_\_\_  Carried/backpack(1-8)
- Neck \_\_\_\_\_ 1 \_\_\_\_\_
- Chest \_\_\_\_\_ 2 \_\_\_\_\_
- Back \_\_\_\_\_ 3 \_\_\_\_\_
- Arms \_\_\_\_\_ 4 \_\_\_\_\_
- Waist \_\_\_\_\_ 5 \_\_\_\_\_
- Feet \_\_\_\_\_ 6 \_\_\_\_\_
- Hand (right) \_\_\_\_\_ 7 \_\_\_\_\_
- Hand (left) \_\_\_\_\_ 8 \_\_\_\_\_
- Ring (right) \_\_\_\_\_
- Ring (left) \_\_\_\_\_

♦ Mystic Arts (Prayers/Rituals) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Companions (Hired/Gained) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Consumable Items (tokens) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Lore Progression (Track Abilities & Lore) ♦

- Starting Ability 1: \_\_\_\_\_
- Starting Ability 2: \_\_\_\_\_
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- 350: \_\_\_\_\_
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- 650: \_\_\_\_\_
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- Ring (left) \_\_\_\_\_

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- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Companions (Hired/Gained) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Consumable Items (tokens) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

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- Ring (right) \_\_\_\_\_
- Ring (left) \_\_\_\_\_

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- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Companions (Hired/Gained) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Consumable Items (tokens) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

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- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Companions (Hired/Gained) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

♦ Consumable Items (tokens) ♦

- : \_\_\_\_\_
- : \_\_\_\_\_
- : \_\_\_\_\_

Name:

Character & Focus:

Keywords:

♦ Attributes ♦

<b>Vita</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Power</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Might</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>DMG</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Stride</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Defense</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Armor Absorption</b>	World	Melee	Snare
=	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Coins</b>	<input type="text"/>		
<b>Lore</b>	<input type="text"/>		

♦ Skills ♦

<b>Archeology</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Awareness</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Ecology</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Faith</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Nerve</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Occult</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Speech</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>Trickery</b>	(Base)	(Items/Other)	Mod
=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

♦ Conditions & Story Markers ♦

- |  |  |
|--|--|
| <input type="checkbox"/> Infections (□□□□□)        | <input type="checkbox"/> Green Marker  |
| <input type="checkbox"/> Wanted (No Town Services) | <input type="checkbox"/> Red Marker    |
| <input type="checkbox"/> Blue Marker               | <input type="checkbox"/> Yellow Marker |

♦ Status' (Positive) ♦

- |   |  |
|---|--|
| <input type="checkbox"/> <b>Blessed:</b><br>+5 Might, Absorption 1              | <input type="checkbox"/> <b>Fortified:</b><br>+5 Defense, No Infections  |
| <input type="checkbox"/> <b>Brave:</b><br>+1 Nerve, +1 Damage                   | <input type="checkbox"/> <b>Lucky:</b><br>+1 Search, +1 Trickery         |
| <input type="checkbox"/> <b>Ethereal:</b><br>Absorption 2 from Corporeal/Snares | <input type="checkbox"/> <b>Perceptive:</b><br>+1 Awareness, No Darkness |
| <input type="checkbox"/> <b>Faithful:</b><br>+1 Faith, +1 Occult                | <input type="checkbox"/> <b>Respected:</b><br>+1 Speech, +1 Trickery     |
| <input type="checkbox"/> <b>Favored:</b><br>+3 Max Vita, +1 Skill Rolls         | <input type="checkbox"/> <b>Swiftness:</b><br>+1 Stride, +5 Defense      |

✕ Status' (Negative) ✕

- |  |  |
|--|--|
| <input type="checkbox"/> <b>Bloodlust(Faith):</b><br>+2 DMG, -2 Speech/Faith, -3 Max Vita        | <input type="checkbox"/> <b>Lycanthropic(Occult):</b><br>+1 Damage, +1 Stride              |
| <input type="checkbox"/> <b>Cursed(Occult):</b><br>-1 All skills, -4 Max Vita                    | <input type="checkbox"/> <b>Possessed(Faith):</b><br>1 Damage to Allies in AURA 1          |
| <input type="checkbox"/> <b>Deranged(Awareness):</b><br>No Abilities with PP, No Rituals/Prayers | <input type="checkbox"/> <b>Sickened(Ecology):</b><br>Pick worst of two Damage rolls       |
| <input type="checkbox"/> <b>Fractured(Trickery):</b><br>-10 Def, Lose 1 Hand                     | <input type="checkbox"/> <b>Spooked(Nerve):</b><br>-5 Might, -1 Nerve                      |
| <input type="checkbox"/> <b>Immobilized(Trickery):</b><br>-10 Might, Stride 0                    | <input type="checkbox"/> <b>Transformed(Occult):</b><br>Lose 1 Hand, Fail all skill checks |

♦ Current Attributes ♦

<b>Vita</b>	<b>Power</b>
<input type="text"/>	<input type="text"/>

♦ Temporary Bonuses ♦

<input type="text"/>
----------------------

**◆ Lore Progression (Track Abilities & Lore) ◆**

---

Starting Ability 1: \_\_\_\_\_

Starting Ability 2: \_\_\_\_\_

100: \_\_\_\_\_

200: \_\_\_\_\_

350: \_\_\_\_\_

↳ Ghosts Gain: \_\_\_\_\_

500: \_\_\_\_\_

650: \_\_\_\_\_

800: \_\_\_\_\_

↳ Ghosts Gain: \_\_\_\_\_

950: \_\_\_\_\_

1100: \_\_\_\_\_

1250: \_\_\_\_\_

↳ Ghosts Gain: \_\_\_\_\_

1400: \_\_\_\_\_

1550: \_\_\_\_\_

1700: \_\_\_\_\_

Ability Points:

Spent
-------

Unspent
---------

**◆ Equipped/Carried (Items & Artifacts) ◆**

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Heirloom: \_\_\_\_\_

Head \_\_\_\_\_  Carried/backpack(1-8)

Neck \_\_\_\_\_ 1 \_\_\_\_\_

Chest \_\_\_\_\_ 2 \_\_\_\_\_

Back \_\_\_\_\_ 3 \_\_\_\_\_

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Feet \_\_\_\_\_ 6 \_\_\_\_\_

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Hand (left) \_\_\_\_\_ 8 \_\_\_\_\_

Ring (right) \_\_\_\_\_  \_\_\_\_\_

Ring (left) \_\_\_\_\_  \_\_\_\_\_

**◆ Mystic Arts (Prayers/Rituals) ◆**

---

: \_\_\_\_\_

: \_\_\_\_\_

: \_\_\_\_\_

**◆ Companions (Hired/Gained) ◆**

---

: \_\_\_\_\_

: \_\_\_\_\_

: \_\_\_\_\_

**◆ Consumable Items (tokens) ◆**

---

: \_\_\_\_\_

: \_\_\_\_\_

: \_\_\_\_\_