

Soulbound

Wielder _____

House / Trade _____

Level _____ XP _____

Accolades _____

Bond One _____

Comb. / Pair _____

Bond Two _____

Strength ○	Perception ○	Acrobatics<Agi> _____	Finesse<Agi> _____	Navigation<Kno> _____
Agility ○	Knowledge ○	Anatomy<Kno> _____	Force<Str> _____	Persuade<Cun> _____
Endurance ○	Cunning ○	Athletics<Str> _____	Heal<Kno> _____	Repair<Kno> _____
		Barter<Cun> _____	Infiltrate<Agi> _____	Sneak<Agi> _____
		Bluff<Cun> _____	Intimidate<Str> _____	Spot<Per> _____
		Calm<Cun> _____	Listen<Per> _____	Survival<Kno> _____
		Disguise<Cun> _____	Lore<Kno> _____	Tracking<Per> _____

Weapon _____ (Atk Def Rec)

Traits _____

Weapon _____ (Atk Def Rec)

Traits _____

Injuries
○ ○ ○ ○
○ ○ ○ ○
○ ○ ○ ○

Extra

Weapon _____ (Atk Def Rec)

Traits _____

Weapon _____ (Atk Def Rec)

Traits _____

Weapon Slots _____ +1 Recovery for each empty weapon slot.

Layered Armor	S	I	P	E
Point Totals	○	○	○	○
Armor Resistance	○	○	○	○

Arcane Tricks

Powers / Hearts	Glyphs	Rank / CR
	○ ○ ○	
	○ ○ ○	
	○ ○ ○	
	○ ○ ○	
	○ ○ ○	

Vilis Coronam	Ability	CR

Guild Items	Qty	UR	Rank
			○ ○ ○ ○
			○ ○ ○ ○
			○ ○ ○ ○
			○ ○ ○ ○
			○ ○ ○ ○
			○ ○ ○ ○
			○ ○ ○ ○
			○ ○ ○ ○
			○ ○ ○ ○
			○ ○ ○ ○
			○ ○ ○ ○

Industrial Upgrades



