



IDENTITY

TRUE NAME

QUIRK

MANNERISM

SKILL
POINTS XP LEVEL

TRUTHS

AETHER TYPE

BLOOD

STAGE RECIPE

HONEY

Form

Destiny

WHAT

WHO/WHERE

HOW

Past

QUALITY EXPERT TRUTH 20+

PHYSIQUE

SPEED

COGNITION

DRIVE

CHARISMA

SPIRIT

POINTS THRESHOLD BONUS

LIFE

9+(PHY/5)+BONUS

PHY/5

POINTS THRESHOLD BONUS

SANITY

9+(DRV/5)+BONUS

DRV/5

POINTS THRESHOLD BONUS

AURA

9+(SPR/5)+BONUS

SPR/5

WOUND TRUTHS & PERENNIAL WOUNDS

LOSE ALL = DEMON TAKES OVER
LOSE > VERGE = MARK ITCH OR CRAVING
FEAR = PERFORM NEXT FEAR REACTIONLOSE ALL = GAIN ONE CORRUPTION
LOSE > VERGE = RADIATION SICKNESS ASPECT

FEATURES

MASTER

CONNECTION

NAME

MUNDANE

ORDINARY

EXCELLENT

MASTERFUL

LEGENDARY

MASTER NOTES

INNER DEMON

POWER

ITCH (PERFORM SIN ACTION)

NAME

SIN

CRAVING (PERFORM SIN COMPLEX TASK)

KINK

ANIMAL

FEAR REACTIONS
1
2
3
4

DEMON NOTES

CORRUPTIONS

REPPRESSED

1

2

3

4

5

6

7

8

9

10

AFFINITY [CHA]

EXPERT TRUTH 20+

SKILL

FABLE

SATISFY

CONDUCT

GRADE OF GEAR

ARCANE ARTS [SPR]

EXPERT TRUTH 20+

SKILL

ALCHEMY TECH

DIVINE RITUALS

ABYSSAL RITUALS

WITCHCRAFT

CRAFTS [COG]

EXPERT TRUTH 20+

SKILL

ANCIENT TECH

SECULAR TECH

GENESIS TECH

HARROWED TECH

INFERNAL SURVIVAL [DRV]

EXPERT TRUTH 20+

SKILL

EMERGENCY AID

NAVIGATE

APOTHECARY

DARK CONNECTIONS

LITERACY [COG]

EXPERT TRUTH 20+

SKILL

DOMINIONS

PANTHEON

MEDICINE

PSYCHOLOGY

MOVEMENT [SPD]

EXPERT TRUTH 20+

SKILL

MANEUVER

JUMP

THROW

CLIMB

PERCEPTION [CHA]

EXPERT TRUTH 20+

SKILL

LISTEN

READ SITUATION

SCROUNGE

SIXTH SENSE

SHADOWRY [SPD]

EXPERT TRUTH 20+

SKILL

DISGUISE

LOCKPICK

SLEIGHT OF HAND

STEALTH

WARFARE [PHY]

MELEE

SLASHING

FINESSE

CRUSHING

SKILL

RANGED

PRECISION

HEAVY

SKILL

AUTOMATIC

PRECISION

HEAVY

DARK MARKS

RANK

WEAPONS NATURAL WEAPONS

NATURAL WEAPONS

SOULS CAN ONLY USE FEATURES FROM ONE WEAPON AT A TIME
UNLESS THEY HAVE A FEATURE THAT ALLOWS THEM TO DO OTHERWISE

TIER	CONDITION + DESCENT	ATTACK	AUGMENT	DAM	TGT	Grade	SKILLTYPE	HERITAGE FEATURE	UXP	LEVEL
○										
○										
○										
○										
○										
○										


ARMOR NATURAL ARMOR

NATURAL ARMOR

SOULS CAN ONLY WEAR AND USE FEATURES FROM ONE ARMOR AT A TIME + ANY NATURAL ARMOR UNLESS THEY HAVE A FEATURE THAT ALLOWS THEM TO DO OTHERWISE

TIER	CONDITION + DESCENT	ARMOR VALUE	GRADE	SKILL BONUSES	HERITAGE FEATURE	UXP	LEVEL
○		1	1		x		
○		1	2		x		
○		1	3		x		

GEAR NOTES















































































TIER	BELONGINGS	Bc	Ct	OTHER COINS & VALUABLES
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OTHER COINS & VALUABLES

[illegible]

FRAGMENTS

SCHOOL

SATANIC (SC) DEATH (DE) SALT (ST) SULFUR (SU) MERCURY (M) WITCHCRAFT (W) DAILY (D)

MATERIALS

EXOTIC INGREDIENTS

 III ADAMANT	 III 8TH ALLOY	 II FLESH & SINEW	 II EARTHIAN
 IV STYGIAN	 IV 13TH ALLOY	 IV CRIMSON	 IV BLACKENED
 V AMBROSIA CORAL	 V BRIMHOLTZ	 V ABYSSAL IVORY	 V INFERNAL

LOOT NON INVESTIGATED BELONGINGS
NON RESEARCHED ARTIFACTS & TOMBS

NON INVESTIGATED BELONGINGS
NON RESEARCHED ARTIFACTS & TOMBS