



WORLD: \_\_\_\_\_

OWNER: \_\_\_\_\_

GAME: \_\_\_\_\_

FAMILIAR NAME: \_\_\_\_\_

BEAST: \_\_\_\_\_ AGE: \_\_\_\_\_

PLACE OF BIRTH: \_\_\_\_\_

CHOICE OF FAITH: \_\_\_\_\_ REPUTATION: \_\_\_\_\_

FEATURES: \_\_\_\_\_ AFFINITY: \_\_\_\_\_

ACTIVE EFFECTS: \_\_\_\_\_

WOUNDS: \_\_\_\_\_

LEVEL: \_\_\_\_\_ EXP: \_\_\_\_\_

LUCK: ..... ○○○○○○○○

MIGHT: ..... ○○○○○○○○

DEXTERITY: ..... ○○○○○○○○

ALERTNESS: ..... ○○○○○○○○

POWER: ..... ○○○○○○○○

COMPLEXITY: ..... ○○○○○○○○

INVENTORY: \_\_\_\_\_ KG

HP: ●○○○○○○○○○○○○○○○○○○○○ EP: ●○○○○○○○○○○○○○○○○○○○○

SP: ●○○○○○○○○○○○○○○○○○○○○ IP: ●○○○○○○○○○○○○○○○○○○○○

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CHOICE OF FAITH: \_\_\_\_\_ REPUTATION: \_\_\_\_\_

FEATURES: \_\_\_\_\_ AFFINITY: \_\_\_\_\_

ACTIVE EFFECTS: \_\_\_\_\_

WOUNDS: \_\_\_\_\_

LEVEL: \_\_\_\_\_ EXP: \_\_\_\_\_

LUCK: ..... ○○○○○○○○

MIGHT: ..... ○○○○○○○○

DEXTERITY: ..... ○○○○○○○○

ALERTNESS: ..... ○○○○○○○○

POWER: ..... ○○○○○○○○

COMPLEXITY: ..... ○○○○○○○○

INVENTORY: \_\_\_\_\_ KG

HP: ●○○○○○○○○○○○○○○○○○○○○ EP: ●○○○○○○○○○○○○○○○○○○○○

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