



**BACKGROUND**

**TRAVEL GEAR**

**GRIMOIRE, NOTES**

**WEALTH**

**BOUND DEMONS & ELEMENTALS**

Name  
Breed / Type

**STR**  
**CON**  
**SIZ**  
**INT**  
**POW**  
**DEX**  
**MOV**

Damage Bonus

x5 = Idea  
x5 = Luck  
x5 = Dexterity  
Armor

Need  
Abilities

Weapons

Skills

Magic Points to Summon

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Breed / Type

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**SIZ**  
**INT**  
**POW**  
**DEX**  
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