

Name:

Level:

Player:

Class:

XP:

Conviction:

HP:

Conviction:

SCORE

MODIFIER

SCORE

Str

Dex*

Con

Int

Wis

Cha

Attack

Defense

Stealth*

Move*

Initiative (= Wis)

Save

Portrait

Inventory Slots (Str + 2):	Abilities	Skill Slots (Int / 2):
1.		1.
2.		2.
3.		3.
4.		4.
5.		5.
6.		6.
7.		7.
8.		8.
9.		
10.		
11.	Notes:	
12.		
13.		
14.		
15.		
16.		
17.		
18.		

*Encumbrance:

Money: