

Name:
Player:
XP:

Level:
Class:
Conviction:

HP

Conviction:

Injuries, Insanity, Trauma, & Doubt:

	SCORE	MODIFIER		SCORE
Str			Attack	
Dex*			Defense	
Con			Stealth*	
Int			Move*	
Wis			Initiative (= Wis)	
Cha			Save	

Portrait

Inventory Slots (Str + 2):

Abilities

Skill Slots (Int / 2):

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

Notes:

*Encumbrance:

Money: