Character Name		XP Earned	
Race		XP Spent	
Movement		Initiative	

Max Health		50%	10%	Current Health	

Abilities

Die Pool	Might ( )	Will ( )	Guile ( )	Wits ( )
D20	/	/	/	/
D12	/	/	/	/
D8	/	/	/	/
D6	/	/	/	/

Items - Equipped

Size	Equipment	Ability	Damage Health	Damage Armour	Reach	Notes
L						
M						
S						
S						
S						

Armour Worn

Armour	Type	Durability	Damage Reduction					Other Effects
			1	2	3	4	5	

Items - Carried

Size	Equipment	Effect
S		
S		
S		
S		
S		
S		
S		
M		
M		
M		
L		

Coin:	Provisions (5 max):

Skills

Name	Ability	A/P	Uses	Effect

Name	Ability	A/P	Uses	Effect