

Character's Name:

Player's Name:

Ability Slots: 2 + Ability =

Hit Points: 3 + Toughness =

Equipment Slots: 2 + Equipment =

Armor Level: 3 + Dodge + Armor =

Chapters

Attributes

Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chapter 5

Toughness:

Dodge:

Ability:

Equipment:

Skills

Agility:

Charisma:

Luck:

Magic:

Resilience:

Smarts:

Strength: