FIVE BY FIVE

Player:	Poor (−5)	Untrained (0)	Novice (2)	Competent (4)	Skilled (6)	Expert (9)	Master (12)	Legendary (16)	Adv. Master (20)	Adv. Legendary (25)
GM:										
World Setting:										
Name:										
Descriptors										
Hit Points										
Hit Points work space	5	10	12	14	16	19	22	26	30	35

AGILITY	BRAWN	COGNITION	DETERMINATION

Experience Points	Money

Possessions	DB	AV	Notes