

DELAY or HOLD	NAME _____ Align / Race _____ INIT _____									
	CLASS / LEVEL _____ Space _____ Reach _____									
	AC <input type="text"/> BASE <input type="text"/> TCH <input type="text"/> FLT <input type="text"/> TMP <input type="text"/> HP <input type="text"/> TOTAL / CURRENT <input type="text"/>									
	STR <input type="text"/> INT <input type="text"/> FORT <input type="text"/> BAB <input type="text"/> cmB <input type="text"/> cmD <input type="text"/>									
	DEX <input type="text"/> WIS <input type="text"/> REF <input type="text"/> SPD <input type="text"/>									
	CON <input type="text"/> CHA <input type="text"/> WILL <input type="text"/> VIS <input type="text"/>									
	Bluff..... <input type="text"/> Perception..... <input type="text"/>									
	Diplomacy.... <input type="text"/> Sense Motive... <input type="text"/>									
	Disable..... <input type="text"/> Stealth..... <input type="text"/>									
	Disguise..... <input type="text"/> Survival..... <input type="text"/>									
Attack (Range) Bonus Type Damage (Crit)										
Feats & Special Abilities										
UNCONSCIOUS										

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