

Notes

Death			
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Skills	
Acrobatics	
Arcana	
Athletics	
Bluff	
Diplomacy	
Dungeoneering	
Endurance	
Heal	
History	
Insight	
Intimidate	
Nature	
Perception	
Religion	
Stealth	
Streetwise	
Thievery	

Initiative:
Speed:
Action Pts:

Hit Points

Surge Value:
Surges/day:
Surges Used:

[illegible][illegible]