		NON-P	LAYER CHARACTER			,	
NAME	(SIZE	:	TYPE:	MOBILITY:		XP):	
STR, DEX		/+	, INT/+	, WIS	/+, C	:на	/+
SIZE (FOOTPRINT:	×, REACH); SPEED	FT. GROUND,	FT. BURROW,	FT. (WINGED) F	LIGHT,	FT. SWIM
INIT; ATK	/+; DEF	/+	; RES/+	; HEALTH	/+; CC	OMP	/+
SKILLS							
SPELLS							
QUALITIES							
		ATT	ACKS/WEAPONS				
NAME×	(ATTACK/\\YFAPON-			THREAT	RANGE	· SAVE	
QUALITIES/UPGRADES/NOTES						, 5/11/2	
NAME×						· SAVE	
QUALITIES/UPGRADES/NOTES					KAIVOL	, JAVL _	
NAME×					DANCE	· CAVE	
						; SAVE _	
QUALITIES/UPGRADES/NOTES						CANT	
NAME×		: DMG	, AREA	, THREAT	, RANGE	; SAVE _	;
QUALITIES/UPGRADES/NOTES		OFAD /MOU	NT/VELLOLE /TREACURE				
		GEAR/MUU	NT/VEHICLE/TREASURE				
GEAR							
MOUNT/VEHICLE							
TREASURE							
		NON B	AVED QUADACTED			~	
- W	~	NUN-P	LAYER CHARACTER			ļ	
NAME	(SIZE:	:	TYPE:	MOBILITY: _			XP):
STR, DEX		/+	, INT/+	, WIS	/+, C	.НА	_/+
SIZE (FOOTPRINT:	×, REACH); SPEED	FT. GROUND,	FT. BURROW,	FT. (WINGED) F	LIGHT,	FT. SWIM;
INIT; ATK	; DEF	/+	; RES/+	; HEALTH	/+; CC)MP	_/+
SKILLS							
SPELLS							
QUALITIES							
		ATT	ACKS/WEAPONS				
NAME×	(ATTACK/WEAPON:	: DMG	, AREA	, THREAT	, RANGE	; SAVE .	;
QUALITIES/UPGRADES/NOTES							
NAME×	(ATTACK/WEAPON:	: DMG	, AREA	, THREAT	, RANGE	; SAVE .	;
QUALITIES/UPGRADES/NOTES							
NAME×	(ATTACK/WEAPON:	: DMG	, AREA	, THREAT	, RANGE	; SAVE .	
QUALITIES/UPGRADES/NOTES							
NAME×	(ATTACK/WEAPON:	: DMG	, AREA	, THREAT	, RANGE	; SAVE .	
QUALITIES/UPGRADES/NOTES							
			NT/VEHICLE/TREASURE				
GEAR							
MOUNT/VEHICLE							
TREASURE							