

CAMPAIGN TITLE: GAMEMASTER: PUBLISHED SETTING? | YES | NO PUBLISHER: CAMPAIGN SYNOPSIS: CAMPAIGN START DATE: CAMPAIGN CITY: HEROES HAVE OPERATED PUBLICLY SINCE? BASIC STYLE OF PLAY? | Hack-And-Slash | Role-Playing | Somewhere in the middle

PUBLISHED PDFS OR SOURCEBOOKS USED	
TITLE:	

CHANGES TO PUBLISHED SETTING

伽耳	BERSOF	THEFAR	IIV
HERO	PC/NPC	PLAYER	,
	_ □ PC □ NPC		
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HOUSE RULES FOR ARCANE OR DIVINE MAGIC	HOUSE RULE	S FOR	HOUSE RULES FOR MISCELL ANEOUS

PAGE 2 OF 4B

IMPORTANTEVENTSINTHEG	AMPAIGN HISTORY
EVENT KNOWN AS:	DATE:
KNOWN TO THE PUBLIC? \square YES \square NO	
KEY CHARACTERS PRESENT/INVOLVED:	
EVENT SUMMARY:	
LONG-TERM EFFECT (IF ANY):	
IMPORTANTEVENTSINTHEC	AMPAIGN HISTORY
EVENT KNOWN AS:	
KNOWN TO THE PUBLIC? \square YES \square NO	
KEY CHARACTERS PRESENT/INVOLVED:	_
EVENT SUMMARY:	
LONG-TERM EFFECT (IF ANY):	
IMPORTANTEVENTSINTHEG	AMPAIGN HISTORY
EVENT KNOWN AS:	DATE:
KNOWN TO THE PUBLIC? \square YES \square NO	
KEY CHARACTERS PRESENT/INVOLVED:	
EVENT SUMMARY:	
LONG-TERM EFFECT (IF ANY):	

	PUBLISHED ADVENTURES USED
ΓITLE:	
PUBLISHER:	
RESULTS:	
FITLE:	
PUBLISHER:	
RESULTS:	
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TITLE: DUDI ISHFD.	
PUBLISHER: RESULTS:	
NESULIS:	

CHARACTER RACE DWARVES	CHARACTER RACE ELVES
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
RACIAL TRAITS:	RACIAL TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER RACE GNOMES	CHARACTER RACE HALF ELVES
CHARACTER RACE GNOMES SRD STANDARD: YES NO	CHARACTER RACE HALF ELVES SRD STANDARD: YES NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER RACE HALF DRC	CHARACTER RACE HALFLING
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
RACIAL TRAITS:	RACIAL TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER RACE HUMAN	CHARACTER RACE OTHER
CHARACTER RACE HUMAN SRD STANDARD: YES NO	CHARACTER RACE OTHER NAME:
	NAME:
SRD STANDARD: □ YES □ NO	

CHARACTER RACE OTHER	CHARACTER RACE OTHER
NAME:	NAME:
RACIAL TRAITS:	RACIAL TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER RACE OTHER	CHARACTER RACE OTHER
CHARACTER RACE OTHER NAME: RACIAL TRAITS:	CHARACTER RACE OTHER NAME: RACIAL TRAITS:
NAME:	NAME:

CHARACTER CLASS BARBARIAN	CHARACTER CLASS BARD
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
RACIAL TRAITS:	RACIAL TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER CLASS CLERIC	CHARACTER CLASS DRUID
CHARACTER CLASS CLERIC SRD STANDARD: YES NO	CHARACTER CLASS DRUID SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
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SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

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CHARACTER CLASS ROGUE	CHARACTER CLASS SURCERER
SRD STANDARD: YES NO	SRD STANDARD: YES NO
If no, record changes below.	If no, record changes below.
RACIAL TRAITS:	RACIAL TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER CLASS WIZARD	CHARACTER CLASS OTHER
CHARACTER CLASS WIZARD SRD STANDARD: YES NO	CHARACTER CLASS OTHER NAME:
SRD STANDARD: □ YES □ NO	NAME:
SRD STANDARD: □ YES □ NO If no, record changes below.	NAME:
SRD STANDARD: □ YES □ NO If no, record changes below.	NAME:
SRD STANDARD: □ YES □ NO If no, record changes below.	NAME:

CHARACTER CLASS OTHER	CHARACTER CLASS OTHER
NAME:	NAME:
RACIAL TRAITS:	RACIAL TRAITS:
OTHER NOTES:	OTHER NOTES:
	1
CHARACTER CLASS OTHER	CHARACTER CLASS OTHER
CHARACTER CLASS OTHER NAME: RACIAL TRAITS:	CHARACTER CLASS OTHER NAME: RACIAL TRAITS:
NAME:	NAME:

PRESTIGE CLASSES AVAILABLE **SOURCE CLASS CAMPAIGN SPECIFIC INFORMATION**

SPELLSNOTAVALLABLEINTHECAMPAIGN
FEATS NOT AVAILABLE IN THE CAMPAIGN
SETTING SPECIFIC EQUIPMENT INFORMATION

	NEWFEAT
FEAT NAME:	
DESCRIPTION:	
BENEFIT:	
SPECIAL:	
	NEW FEAT
FEAT NAME:	
DESCRIPTION:	
PREREQUISITES:	
BENEFIT:	
SPECIAL:	
SI ECIAL.	
	DEWFEAT
FEAT NAME:	
DESCRIPTION:	
PREREQUISITES:	
SPECIAL:	

NEW	ASSETT
SPELL NAME:	
SCHOOL (SUBSCHOOL) [DESCRIPTOR]:	
LEVEL:	COMPONENTS:
CASTING TIME:	RANGE:
EFFECT:	DURATION:
SAVING THROW:	
DESCRIPTION:	
NET	nainann
	ASSETT
SPELL NAME:	
SCHOOL (SUBSCHOOL) [DESCRIPTOR]:	
LEVEL:	
CASTING TIME:	
EFFECT:	
SAVING THROW:	SPELL RESISTANCE:
DESCRIPTION:	
NET	TIGAEIII
	ASSETT
SPELL NAME:	
SCHOOL (SUBSCHOOL) [DESCRIPTOR]:	
LEVEL:	COMPONENTS:
CASTING TIME:	RANGE:
EFFECT:	DURATION:
SAVING THROW:	SPELL RESISTANCE:
DESCRIPTION:	

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	COMBAT ROUN	DCHECK
NAME:	RESULT:	CONDITION:
NAME:		
NAME:		
NAME:	RESULT:	CONDITION:
NAME:		
	COMBAT ROUN	DGHEGK
NAME:		
NAME:		
NAME:		

C	DIBATROUND CH	ECK
NAME:	RESULT:	CONDITION:

	COMBAT/ROUN	Deffect
NAME:	RESULT:	CONDITION:

PLAYER	CONDITION:		
BLINDED: Rounds:	FATIGUED: Roun	ds: PARALYZED:	Rounds:
DISABLED: Rounds:			
DYING: Rounds:	NAUSEATED: □ Roun	ds: STUNNED:	Rounds:
EXHAUSTED: Rounds:	PANICKED: Roun	ds: UNCONSC.: □	Rounds:
PLAYER	CONDITION:		
BLINDED: Rounds:			
DISABLED: Rounds:	HELPLESS: Roun	ds: SICKENED: \square	Rounds:
DYING: Rounds:	NAUSEATED: □ Roun	ds: STUNNED:	Rounds:
EXHAUSTED: Rounds:	PANICKED: Roun	ds: UNCONSC.:	Rounds:
PLXVED	CONDITION:		
BLINDED: Rounds:		de: PARAIV7FD. □	Rounds:
DISABLED: Rounds:			
		ds: STUNNED:	
EXHAUSTED: Rounds:			
		<u> </u>	
PLAVER	CONDITION:		
		ds: PARALYZED: \square	
		ds: SICKENED: \square	
		ds: STUNNED:	
EXHAUSTED: \square Rounds:	PANICKED: □ Roun	ds: UNCONSC.: □	Rounds:
PLAYER	CONDITION:		
BLINDED: Rounds:	FATIGUED: Roun	ds: PARALYZED: \square	Rounds:
DISABLED: Rounds:	HELPLESS: \square Roun	ds: SICKENED:	Rounds:
DYING: Rounds:	NAUSEATED: □ Roun	ds: STUNNED:	Rounds:
EXHAUSTED: Rounds:	PANICKED: Roun	ds: UNCONSC.: □	Rounds:

PLOTDEVICE	
DEVICE NAME:	
APPEARANCE:	
ORIGIN/CREATION STORY:	
FIRST APPEARANCE:	
CURRENT STATUS/LOCATION:	
NOTES:	
PLOTDEVICE	
DEVICE NAME:	
APPEARANCE:	
ORIGIN/CREATION STORY:	
FIRST APPEARANCE:	
CURRENT STATUS/LOCATION:	_
NOTES:	
PLOT DEVICE	
DEVICE NAME:	
APPEARANCE:	
ORIGIN/CREATION STORY:	
FIRST APPEARANCE:	
CURRENT STATUS/LOCATION:	
NOTES:	

NETEXODUSIA HOUSEDIVIDED GAMPAIGNELANNER

Q	AMPAIGN TIME
CURRENT YEAR:	CAMPAIGN STARTED:
CURRENT MONTH:	CURRENT DAY:
# OF MONTHS IN YEAR:	NUMBER OF DAYS IN WEEK:
MONTH NAMES	
DAY NAMES	
TIMELINE OF IM	PORTANTHISTORIGEVENUS
سيب بالمحسدسين	

	RECE	NI CAME	MIGNEVEL	ZIZ
EVENT	LOCATION	IMPORTANT 1	NOTES	EFFECT
	_			
	XIGN HOL			an economics
NAME	DATE REASO	ON		E KNOWN AS:
			SILVER PIECE	KNOWN AS:
			GOLD PIECE K	NOWN AS:
			PLATINUM PIE	CE KNOWN AS:
			STOCKS ISSUE	D: □ YES □ NO
			LETTERS OF C	REDIT: □ YES □ NO
			BANKS AVAILA	BLE: YES NO
			MONEYLENDI	NG LEGAL: □ YES □ NO
			OTHER NOTES	:
				·

GOD DEITY	GOD DEITY
NAME:	NAME:
ALIGNMENT:	ALIGNMENT:
SYMBOL:	SYMBOL:
DOMAINS:	DOMAINS:
CLERIC'S WEAPON OF CHOICE:	CLERIC'S WEAPON OF CHOICE:
CLERIC ALIGNMENT(S):	CLERIC ALIGNMENT(S):
\Box LESSER GOD \Box GREATER GOD	☐ LESSER GOD ☐ GREATER GOD
NOTES:	NOTES:
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NAME:	NAME:
NAME:	NAME:
NAME:ALIGNMENT:	NAME:ALIGNMENT:
NAME:	NAME:
NAME:	NAME: ALIGNMENT: SYMBOL: DOMAINS: CLERIC'S WEAPON OF CHOICE:
NAME:	NAME: ALIGNMENT: SYMBOL: DOMAINS: CLERIC'S WEAPON OF CHOICE: CLERIC ALIGNMENT(S):
NAME:	NAME: ALIGNMENT: SYMBOL: DOMAINS: CLERIC'S WEAPON OF CHOICE: CLERIC ALIGNMENT(S): LESSER GOD GREATER GOD
NAME:	NAME: ALIGNMENT: SYMBOL: DOMAINS: CLERIC'S WEAPON OF CHOICE: CLERIC ALIGNMENT(S): LESSER GOD GREATER GOD

CAMPAIGN RUGUES GALLERY VILLAIN NAME HEAD VILLAIN **HEAD MINION MINION**

SUPPORTING CASTLIST **NAME NOTE**

	ADVENTURE OUTLINE
ISSUE #:	
LOCATION/SETTING:	
VILLAINS/MAJOR CHAR	RACTERS:
SUPPORTING CAST:	
ADVENTURE HOOK:	
ADVENTURE SYNOPSIS:	•
	SCENES
SCENE 1:	
SCENE 2:	
SCENE 3:	
SCENE 4:	
SCENE 5:	
SCENE 6:	
PREFERRED OUTCOME	:

	L _T XVI	YEDSCENES
SCENE #:		:
LOCATION/SET	TINC.	
SCENE TYPE:	□ ROLEPLAYING	□ COMBAT
SCENE SUMMA	RY:	
VILLAINS/SUPI	PORTING CAST AT SCEN	E:
1		2
		4
5		6
7		8
IMPORTANT GI	M INFORMATION:	
	TIMELINE	FSCENEEVENTS
	TIMELINE	
IMPORTANT GI	TIMELINE	
TIME	EVENT	
	EVENT	
TIME	UTCOME	
TIME PREFERRED O	UTCOME	

RANDOMEVENTS BASIC STYLE OF PLAY? ED PUBLICLY SINCE? BASIC STYLE OF PLAY? \square Hack-And-Slash \square Role-Playing \square Somewhere in the middle D20 ROLL **EVENT** 1-2 3-5 6-8 9-11 12-15 16-18 19-20

CUSTOM RANDOM ENCOUNTER FABLE	CUSTOM RANDOM ENCOUNTER FABLE
1	1.
2.	2.
3.	3.
4	4
5	5
6.	6.
7.	7.
8.	8.
9.	9.
10.	10.
	11.
12.	12.
13.	13.
14	14
15.	15.
16.	16.
17	17.
18.	18.
19.	19.
20.	20.

FUTENTIAL CRIMESCENES NAME LOCATION IMPORTANT NOTES OWNER

NETEXTOUS ANHOUSED VIDED CAMPAIGN PLANNER

KINGDOMORCOUNTRY	KINGDOMORCOUNTRY
LOCATION:	LOCATION:
CAPITAL:	CAPITAL:
FORM OF GOVERNMENT:	FORM OF GOVERNMENT:
RULER/LEADER:	RULER/LEADER:
GOVERNMENT MEMBERS	GOVERNMENT MEMBERS
ALLIES:	ALLIES:
ENEMIES:	ENEMIES:
NOTES:	NOTES:
KINGDOMORCOUNTRY	KINGDOMORCOUNTRY
KINGDOMOR COUNTRY LOCATION:	KINGUOID OR COUNTRY LOCATION:
	LOCATION:
LOCATION:	
LOCATION: CAPITAL:	LOCATION: CAPITAL:
LOCATION: CAPITAL: FORM OF GOVERNMENT:	LOCATION: CAPITAL: FORM OF GOVERNMENT:
LOCATION: CAPITAL: FORM OF GOVERNMENT: RULER/LEADER:	LOCATION: CAPITAL: FORM OF GOVERNMENT: RULER/LEADER:
LOCATION: CAPITAL: FORM OF GOVERNMENT: RULER/LEADER:	LOCATION: CAPITAL: FORM OF GOVERNMENT: RULER/LEADER:
LOCATION: CAPITAL: FORM OF GOVERNMENT: RULER/LEADER: GOVERNMENT MEMBERS	LOCATION:
LOCATION:	LOCATION: CAPITAL: FORM OF GOVERNMENT: RULER/LEADER: GOVERNMENT MEMBERS ALLIES:

NETEXTOUS ANHOUSED VIDED CAMPAIGN PLANNER

		UNTRY	KINGDOMORCOUNTRY
	ON:		LOCATION:
	L:		CAPITAL:
	OF GOVERNMENT		FORM OF GOVERNMENT:
KULEK/	LEADER:		RULER/LEADER:
GOVER	NMENT MEMBER	RS	GOVERNMENT MEMBERS
ALLIES	:		ALLIES:
ENEMIE	ES:		ENEMIES:
NOTES:			NOTES:
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CITY		MET	
	STAYED AT		EVENTS
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			EVENIS

UNRESOLVED ISSUES AND LEADS ISSUE/LEAD RESOLVED? \square YES \square NO ____ □ YES □ NO

	T	AVERNS AND INNS	
NAME	LOCATION	IMPORTANT NOTES	OWNER/OPERATOR
		SANDMARKETPLA	CES
NAME		TYPE OF GOODS SOLD	OWNER/OPERATOR
NAME			
NAME			OWNER/OPERATOR
NAME			OWNER/OPERATOR
NAME			OWNER/OPERATOR

NAME		MIZATIONS INT	KNOWN MEMBERS
			
	RUM	ORS FED TO PLAN	ERS
□ TRUE □ FALSE			
	SOUR	CE:	
□ TRUE □ FALSE			
		CE:	
□ TRUE □ FALSE			
- INOL - PALSE		OR:	
		CE:	
□ TRUE □ FALSE		OR:	
		CE:	
□ TRUE □ FALSE	RUMO	DR:	
	SOUR	CE:	
☐ TRUE ☐ FALSE	RUMO	OR:	

UNRESOLVED ISSUES AND LEADS ISSUE/LEAD RESOLVED? \square YES \square NO \square YES \square NO

	TRAF	SFORUSEIN	ANYDUNG	EON	DICABLE
NAME	CR	EFFECT	S	SEARCH	DISABLE DEVICE

DUNGEONS TRICKS HIDDEN DOORS OTHER IDEXS

LEGENDARY TREASURES AND MAGICITEMS

ITEM FOUND?	
	□ YES □ NO
·	□ YES □ NO
·	□ YES □ NO
	□ YES □ NO

CAMPAIGNARTIFACT	CAMPAIGNARTIFACT
NAME:	NAME:
LAST KNOWN LOCATION:	LAST KNOWN LOCATION:
ALIGNMENT (IF ANY):	ALIGNMENT (IF ANY):
POWERS:	POWERS:
TO DESTROY:	TO DESTROY:
NOTES:	NOTES:
CAMPAIGNARTIFACT	CAMPAIGNARTIFACT
NAME:	NAME:
LAST KNOWN LOCATION:	LAST KNOWN LOCATION:
ALIGNMENT (IF ANY):	ALIGNMENT (IF ANY):
POWERS:	POWERS:
TO DESTROY:	TO DESTROY:
NOTES:	NOTES:
CAMPAIGNARTIFACT	CAMPAIGNARTIFACT
NAME:	NAME:
LAST KNOWN LOCATION:	LAST KNOWN LOCATION:
ALIGNMENT (IF ANY):	ALIGNMENT (IF ANY):
POWERS:	POWERS:
TO DESTROY:	TO DESTROY:
NOTES:	NOTES:

CADPAIGN DONSTER LISTING ters that exist in the campaign. Include monster's source to make locating game statistics.

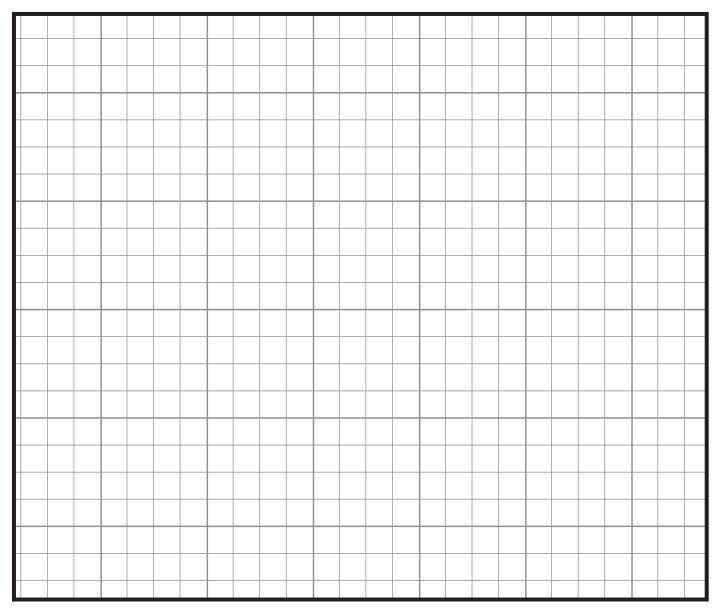
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GM NOTES ON COMPLETED ADVENTUR	3 5
ADVENTURE TITLE:	
CHARACTERS INVOLVED:	
SYNOPSIS:	
IMPORTANT DEVELOPMENTS:	
UNEXPECTED RESULTS:	
GM NOTES ON COMPLETED ADVENTUR	₹ 3
	3 3
GD NOTES ON COMPLETED ADVENTURE ADVENTURE TITLE: CHARACTERS INVOLVED:	
ADVENTURE TITLE:	
ADVENTURE TITLE: CHARACTERS INVOLVED: SYNOPSIS: IMPORTANT DEVELOPMENTS:	

NETEXODUSIA HOUSEDIVIDED GAMPAIGNELANNER

	IDEXFORFU	TUREIADVENT	URES
SYNOPSIS:			
CHARACTERS	INVOLVED:		
HOOKS/TRIGO	GERS:		
LOCATION:			
	WEAGURGU	TUREIXDVENT	UKES
SYNOPSIS:			
	INVOLVED:		
HOOKS/TRIG	GERS:		
LOCATION:			
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		TUREIADVEN	
SYNOPSIS:			
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HOOKS/TRIGO			
HOOKS/TRIGO	JEKS:		

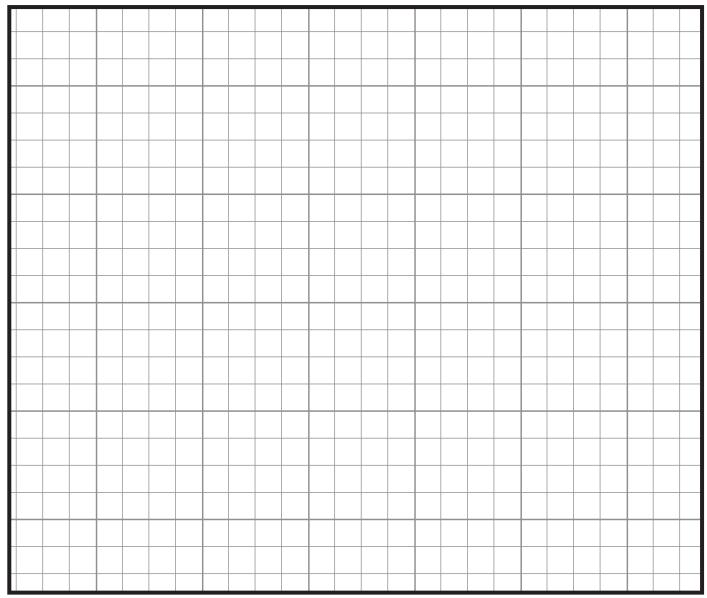
GEOGRAPHICOVERVIEW				
LOCATION:				
NOTES:				



DETAILEDII	FORMA	TION	MND		3		
LOCATION NAME:				· ·			_
COMMON KNOWLEDGE:							-
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DADDIC KNOWLEDGE.	-						
BARDIC KNOWLEDGE:	-						+
	-						-
	-						+
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						+	+
OTHER NOTES:							-
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			ÄND	印為日	23		_]
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LOCATION NAME: COMMON KNOWLEDGE:			AND		28		
LOCATION NAME: COMMON KNOWLEDGE:			AND				
LOCATION NAME: COMMON KNOWLEDGE: BARDIC KNOWLEDGE:			AND				
LOCATION NAME: COMMON KNOWLEDGE: BARDIC KNOWLEDGE:			AND				

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NAME:						
LOCATION:						
POWER CENTER/ALIGNMENT:						
OPULATION:						
MPORTANT NPCS						
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NAME:LOCATION:		FOR				P

MAJORSIZEDTOW	YINFORMATION AND MAP
NAME:	NOTES:
LOCATION:	
POWER CENTER/ALIGNMENT:	
POPULATION:	
IMPORTANT NPCS	



SHORT TERM GOXILS
MEDIUM TERM GOXILS
Longteringoxies

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CHARACTER NAME	PLAYER		<u>5</u>	Z HOUS	TEDINIDED STATES
CLASS & LEVEL	RACE A	LIGNMENT	DEITY		7
SIZE / TYPE AGE GENDER HEIGHT	WEIGHT EYES	HAIR	SKIN		system
ABILITY NAME ABILITY ABILITY TEMPORARY TEMPORARY SCORE MODIFIER SCORE MODIFIER	TOTAL WOLF	NDS/CURRENT HP		NONLETHAL DAMAGE	www.lpjdesign.com SPEED
	IP	NEO-OOTHLETT III		Bruinton	
DEX A	AC = 10 +	+	<u> </u>	<u> </u>	+ DAMAGE REDUCTION
CON	TOTAL	ARMOR SHIELD BONUS BONUS		NATURAL DEFLECTION MODIFIER	MISC MODIFIER
INT	UCH FLAT-F	OOTED	SKILL	SKILLS	MAX RANKS (CLASS/CROSS-CLASS
wis			SKILL NAME	KEY S ABILITY MO	SKILL ABILITY RANKS MISC MODIFIER
	ITIATIVE =	DEX. MISC.	□ APPRAISE ■	INT [
	TOTAL	MODIFIER MODIFIER	□ BALANCE ■	DEX*	= - +
	GIC MISC. TEMPORARY FIER MODIFIER MODIFIER	ONDITIONAL MODIFIERS	□ BLUFF ■ □ CLIMB ■	CHA STR*	= + + +
FORTITUDE = + +	┛╌┈┈		□ CONCENTRATION ■	CON	= -+ -+
	++		□ CRAFT ■ (⊒⁼□+□+ □
WILL = + +	+ + -		□ CRAFT ■ () INT [▄▝╟┩
			□ DECIPHER SCRIPT	INT	=
BASE ATTACK BONUS	SPELL RESISTANCE		□ DIPLOMACY ■	CHA	+_+
			☐ DISABLE DEVICE ☐ DISGUISE ■	INT L	=++
GRAPPLE =	+ - + - +		☐ ESCAPE ARTIST ■	DEX*	╡┋═┩┆
TOTAL BASE ATTACK BONUS	STRENGTH SIZE MODIFIER MODIFIER	MISC. MODIFIER	□ FORGERY ■	INT	= -+ -+
ATTACK			☐ GATHER INFORMATIO	<u> </u>	=+++
ATTACK BON	IUS DAMAGE	CRITICAL	☐ HANDLE ANIMAL ☐ HEAL ■	CHA L WIS	╡┋═╬═╬
			□ HIDE ■	DEX*	=
RANGE TYPE	NOTES		□ INTIMIDATE ■	CHA L	=\+\+
			☐ JUMP ■ ☐ KNOWLEDGE (STR*	
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AMMUNITION 00000 000	00 00000 00000 00	0000 0000	* Armor check penalty, if a	iriy, applies. (Double pe	епацу тог Swim.)

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PLAYER

CHARACTER TRACKSHEET

Character Nan	ne: Class (Level):	
	Nationality:	
Empire Citizen	n:	
	rsonal Information:	Items the GM Need Be Aware of:
Obvious Sym	nbols, Pins, Awards worn openly:	
Other Notes	of Interest:	
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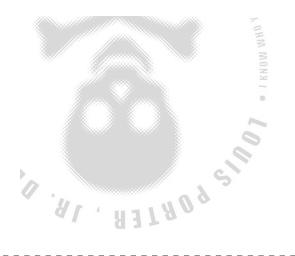
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