


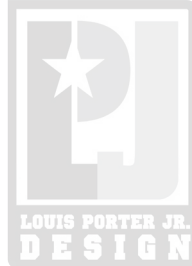



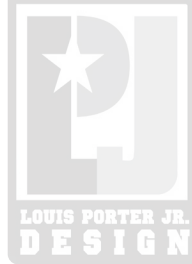


NAME		RACE		CR	CLASS
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DEX	<input type="text"/>	WIS	<input type="text"/>	REF	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	WILL	<input type="text"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	INIT	<input type="text"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>		<input type="text"/>
BAB	<input type="text"/>	CMB	<input type="text"/>	CMD	<input type="text"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			<input type="text"/>
MELEE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
Attacks (#)					
					
Special / Notes					
					

NAME		RACE		CR	CLASS
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DEX	<input type="text"/>	WIS	<input type="text"/>	REF	<input type="text"/>
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BAB	<input type="text"/>	CMB	<input type="text"/>	CMD	<input type="text"/>
MELEE	<input type="text"/>	<b>HIT POINTS</b>			<input type="text"/>
MELEE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
RANGE	<input type="text"/>				<input type="text"/>
Attacks (#)					
					
Special / Notes					
					

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NAME		RACE		CR	CLASS
STR	<input type="text"/>	INT	<input type="text"/>	FORT	<input type="text"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	REF	<input type="text"/>
CON	<input type="text"/>	CHA	<input type="text"/>	WILL	<input type="text"/>
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Attacks (#)					
					
Special / Notes					
					

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Attacks (#)					
					
Special / Notes					
					

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