

CHARACTER NAME

PLAYER

RACE

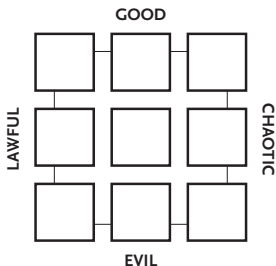
CLASS

GENDER

BACKSTORY

| ATTRIBUTES                 | ATTRIBUTE SCORE      | RACIAL MODIFIER        | TOTAL                  |
|----------------------------|----------------------|------------------------|------------------------|
| <b>STR</b><br>STRENGTH     | <input type="text"/> | + <input type="text"/> | = <input type="text"/> |
| <b>DEX</b><br>DEXTERITY    | <input type="text"/> | + <input type="text"/> | = <input type="text"/> |
| <b>CON</b><br>CONSTITUTION | <input type="text"/> | + <input type="text"/> | = <input type="text"/> |
| <b>INT</b><br>INTELLIGENCE | <input type="text"/> | + <input type="text"/> | = <input type="text"/> |
| <b>WIS</b><br>WISDOM       | <input type="text"/> | + <input type="text"/> | = <input type="text"/> |
| <b>CHA</b><br>CHARISMA     | <input type="text"/> | + <input type="text"/> | = <input type="text"/> |

ALIGNMENT



WEAPONS / ARMOR

|                      |                      |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |

MONSTER

LOCATION

OBSTACLE

ATTACK

SKILLS / TRAITS

|                      |                      |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |

XP

GOLD

FINAL SCORE:

SCROLLS / TROPHIES

|                      |                      |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |

DATE

**ROLL PLAYER**  
MONSTERS & MINIONS