

1	2	3	4	5	
<hr/> CHARACTER <hr/>					
RACE <hr/>		SIZE <hr/>			
CLASS <hr/>		LEVEL <hr/>			
GENDER <hr/>	AGE <hr/>	HEIGHT <hr/>	WEIGHT <hr/>		
DEITY <hr/>		ALIGNMENT <hr/>			
<hr/>					
LANGUAGE <hr/>					
ARMOR & WEAPONS WORN <hr/>					
<hr/>					
WEAPONS USED <hr/>					
<hr/>					
NOTABLE ITEMS <hr/>					
ABILITY SCORES					
STR	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>
MOVEMENT & LIFTING					
SPEED	OVER HEAD	OFF GROUND	PUSH OR DRAG		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
SAVING THROWS					
FORT	<input type="text"/>	REF	<input type="text"/>	WILL	<input type="text"/>
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SAVING THROW MODIFIERS <hr/>					
ARMOR CLASS	<input type="text"/>	FLAT FOOT	<input type="text"/>	VS TOUCH	<input type="text"/>
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ARMOR CLASS MODIFIERS <hr/>					
HIT POINTS	<input type="text"/>				
NONLETHAL	<input type="text"/>				