

WEAPON NAME:		DESCRIPTION:	
TYPE/DAMAGE/SIZE:			
LEVEL 1 , Goals Completed: <input type="checkbox"/> <input type="checkbox"/>	Spells	Skills	Goals
LEVEL 2 , Goals : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
LEVEL 3 : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
LEVEL 4 : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
LEVEL 5 : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
LEVEL 6 : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
LEVEL 7 : <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
LEVEL 8+ , Need more paper....			

WIELDER NAME:		GOAL:		
STR	Melee Attacks Lifting, Smashing	INVENTORY SLOTS		SKILLS / NOTES
DEX	Dodging, Climbing, Sneaking, Balancing	1.	9.	
CON	Item Slots, Healing, Disease, Weather	2.	10.	
INT	Magic, Concentration, Tinkering, Lore	3.		
WIS	Ranged Attacks, Senses, Tracking	4.		
CHA	Persuade, Deceive, Intimidate, Provoke	5.		
ARMOR	Used to avoid attacks, Comes from equipment	6.		
CURRENT HEALTH		MAX	7.	
			8.	

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