PLAYER NAME:	
DCI #:	DCI #:
CHARACTER NAME:	CHARACTER NAME:
RACE:CLASS:	RACE:CLASS:
LEVEL: FACTION:	LEVEL: FACTION:
PASSIVE PERCEPTION:	PASSIVE PERCEPTION:
PASSIVE PERCEPTION: INITIATIVE MODIFIER:	INITIATIVE MODIFIER:
INITIATIVE ROLLS: (ADD MODIFIER TO ROLLS)	
#1:#2:#3:#4:#5:	#1:#2:#3:#4:#5:
PLAYER NAME:	PLAYER NAME:
DCI #:CHARACTER NAME:	DCI #:CHARACTER NAME:
RACE:CLASS:	
LEVEL: FACTION:	
PASSIVE PERCEPTION:	PASSIVE PERCEPTION:
INITIATIVE MODIFIER:	INITIATIVE MODIFIER:
INITIATIVE ROLLS: (ADD MODIFIER TO ROLLS)	INITIATIVE ROLLS: (ADD Modifier To Rolls)
#1:#2:#3:#4:#5:	#1:#2:#3:# 4 :# 5 :
PLAYER NAME:	PLAYER NAME:
DCI #:	DCI #:
CHARACTER NAME:	CHARACTER NAME:
RACE:CLASS:	RACE:CLASS:
LEVEL: FACTION:	LEVEL: FACTION:
PASSIVE PERCEPTION:	PASSIVE PERCEPTION:
INITIATIVE MODIFIER:	INITIATIVE MODIFIER:
INITIATIVE ROLLS: (ADD MODIFIER TO ROLLS)	INITIATIVE ROLLS: (ADD Modifier To Rolls)
#1:#2:#3:#4:#5:	#1:#2:#3:#4:#5:
PLAYER NAME:	PLAYER NAME:
DCI #:CHARACTER NAME:	DCI #:
CHARACTER NAME:	CHARACTER NAME:
RACE:CLASS:	RACE:CLASS:
LEVEL: FACTION:	LEVEL: FACTION:
PASSIVE PERCEPTION:	PASSIVE PERCEPTION:
INITIATIVE MODIFIER:	INITIATIVE MODIFIER:
INITIATIVE ROLLS: (ADD MODIFIER TO ROLLS)	
#1:#2:#3:#4:#5:	