Player	Player	Player	Player	Player	Player
Character	Character	Character	Character	Character	Character
Race / lvl	Race / lvl	Race / lvl	Race / lvl	Race / lvl	Race / lvl
Class / HP	Class / HP	Class / HP	Class / HP	Class / HP	Class / HP
AC / PD / MD	AC / PD / MD	AC / PD / MD	AC / PD / MD	AC / PD / MD	AC / PD / MD
Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-
5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #
Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-
5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #
Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-
5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #
Encounters	Encounters	Encounters	Encounters	Encounters	Encounters

Player	Player	Player	Player	Player	Player
Character	Character	Character	Character	Character	Character
Race / lvl	Race / lvl	Race / lvl	Race / lvl	Race / lvl	Race / lvl
Class / HP	Class / HP	Class / HP	Class / HP	Class / HP	Class / HP
AC / PD / MD	AC / PD / MD	AC / PD / MD	AC / PD / MD	AC / PD / MD	AC / PD / MD
Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-
5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #
Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-
5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #
Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-	Icon / +/-
5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #	5s / 6s / #
Encounters	Encounters	Encounters	Encounters	Encounters	Encounters