

# BARBAND NAME

AGILITY	<input type="text"/>		<input type="text"/>	FLAWS AND INJURY
PRESENCE	<input type="text"/>			
STRENGTH	<input type="text"/>		<input type="text"/>	FEATS
TOUGHNESS	<input type="text"/>			

WEAPONS	<input type="text"/>	1D
Fists 1D1	<input type="text"/>	1D

EQUIPMENT	<input type="text"/>	←
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AGILITY	<input type="text"/>		<input type="text"/>	FLAWS AND INJURY
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STRENGTH	<input type="text"/>		<input type="text"/>	FEATS
TOUGHNESS	<input type="text"/>			



WEAPONS	<input type="text"/>	1D
Fists 1D1	<input type="text"/>	1D

EQUIPMENT	<input type="text"/>	←
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TOUGHNESS	<input type="text"/>			

WEAPONS	<input type="text"/>	1D
Fists 1D1	<input type="text"/>	1D

EQUIPMENT	<input type="text"/>	←
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WEAPONS	<input type="text"/>	1D
Fists 1D1	<input type="text"/>	1D

EQUIPMENT	<input type="text"/>	←
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WEAPONS	<input type="text"/>	1D
Fists 1D1	<input type="text"/>	1D

EQUIPMENT	<input type="text"/>	←
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SCROLL	<input type="text"/>
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SCROLL	<input type="text"/>
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TRAGEDY	<input type="text"/>
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PARTY EQUIPMENT STASH	<input type="text"/>
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