

Game Master Character Reference and History sheet

<i>Setting:</i>	<i>Campaign:</i>	<i>Game Master:</i>	
<i>Character:</i>	<i>Player:</i>		
<i>Character Concept:</i>			
<i>Race:</i>	<i>Class:</i>	<i>Level:</i>	<i>Character Ties:</i>
<i>Social Class:</i>	<i>Background:</i>		
<i>Short-term Goals:</i>			
<i>Long-term Goals:</i>			
<i>History, Back Story:</i>			
<i>Secrets, Heirlooms And Treasures:</i>			
<i>Notes:</i>			