

# Custom Game Sheet

USED	VARIANT OR FEATURE	USED	VARIANT OR FEATURE
<input type="checkbox"/>	Last Man Standing	<input type="checkbox"/>	Chasms
<input type="checkbox"/>	Dual Wield	<input type="checkbox"/>	Volcano
<input type="checkbox"/>	Initiative Choice	<input type="checkbox"/>	Forest Fire
<input type="checkbox"/>	Critical Initiative	<input type="checkbox"/>	Carnivorous Plants
<input type="checkbox"/>	Initiative Focus	<input type="checkbox"/>	Light Fog
<input type="checkbox"/>	Playing Card Initiative	<input type="checkbox"/>	Heavy Fog
<input type="checkbox"/>	Armor Damage Reduction	<input type="checkbox"/>	Light Duststorm
<input type="checkbox"/>	Miss Chance in Melee	<input type="checkbox"/>	Heavy Duststorm
<input type="checkbox"/>	Fumble Hit	<input type="checkbox"/>	Gold Mine
<input type="checkbox"/>	Fleeing Facing	<input type="checkbox"/>	Inspiring Ruins
<input type="checkbox"/>	Fast Target	<input type="checkbox"/>	Fearful Ruins
<input type="checkbox"/>	Running Target	<input type="checkbox"/>	Gusting Winds
<input type="checkbox"/>	Aimed Shot	<input type="checkbox"/>	Clear Day
<input type="checkbox"/>	Placed Shot	<input type="checkbox"/>	Night
<input type="checkbox"/>	Variable Run	<input type="checkbox"/>	Refreshing Spring
<input type="checkbox"/>	Mount Protection	<input type="checkbox"/>	Hidden Tunnel
<input type="checkbox"/>	Massive Size	<input type="checkbox"/>	Slow Tunnel
<input type="checkbox"/>	Downed at 0 HP	<input type="checkbox"/>	Complex Tunnel
<input type="checkbox"/>	Yeehaw! Action	<input type="checkbox"/>	Spike Trap
<input type="checkbox"/>	Purchasing IP	<input type="checkbox"/>	Flame Trap
<input type="checkbox"/>	Pit Fight	<input type="checkbox"/>	Falling Log Trap
<input type="checkbox"/>	Street Fight	<input type="checkbox"/>	Deadfall Trap
<input type="checkbox"/>	Out of Supplies	<input type="checkbox"/>	Grenade Trap
<input type="checkbox"/>	Weapon Emplacement	<input type="checkbox"/>	Foothold Trap
<input type="checkbox"/>	Shield Generators	<input type="checkbox"/>	Snare Trap
<input type="checkbox"/>	Siege	<input type="checkbox"/>	Boulder Trap
<input type="checkbox"/>	Town	<input type="checkbox"/>	Wandering Dinosaur
<input type="checkbox"/>	Road	<input type="checkbox"/>	Wandering Savages
<input type="checkbox"/>	Marsh	<input type="checkbox"/>	Roving Dinosaur
<input type="checkbox"/>	Swamp	<input type="checkbox"/>	Roving Savages
<input type="checkbox"/>	Broken Ground	<input type="checkbox"/>	Stampede
<input type="checkbox"/>	Canyon		