

CLASS: \_\_\_\_\_

RACE: \_\_\_\_\_

PLAYER: \_\_\_\_\_

ARMOR CLASS

HIT POINTS

LEVEL

STRENGTH

INTELLIGENCE

WISDOM

DEXTERITY

CONSTITUTION

CHARISMA

PRIMARY WEAPON

HIT BONUS

DAMAGE

SECONDARY WEAPON

HIT BONUS

DAMAGE

AMMO: \_\_\_\_\_

TREASURE

PP: \_\_\_\_\_

GP: \_\_\_\_\_

SP: \_\_\_\_\_

CP: \_\_\_\_\_

CLASS: \_\_\_\_\_

RACE: \_\_\_\_\_

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