# DCC 0-Level Character

/10
/

Inventory		
copper pieces		

Attributes		
STRength		
AGI <sub>lity</sub>		
STA <sub>mina</sub>		
PER <sub>sonality</sub>		
INT <sub>elligence</sub>		
LUCK		
Birth Augur		

Saves		
Reflex		
Fortitude		
Will		

# DCC 0-Level Character

Character
/10
/

Inventor	ry
111 ( C1100)	L.y

copper pieces	

## Attributes

Truitibutes		
STR <sub>ength</sub>		
AGI <sub>lity</sub>		
STAmina		
PER <sub>sonality</sub>		
INT <sub>elligence</sub>		
LUCK		
Birth Augur		

# Saves

Reflex	
Fortitude	
Will	

# DCC 0-Level Character

Name	
Alignment	
Race	
Occupation	
XP	/10
Attack	
Hit Points	/
Armor Class	

# Inventory

v	
copper pieces	

# Attributes

$STR_{ength}$	
$AGI_{lity}$	
STAmina	
PER <sub>sonality</sub>	
INT <sub>elligence</sub>	
LUCK	
Birth Augur	

### Saves

Saves		
Reflex		
Fortitude		
Will		

#### DCC 0-Level Character

DCC 0-LCvci Charactei	
Name	
Alignment	
Race	
Occupation	
XP	/10
Attack	
Hit Points	/
Armor Class	

# Inventory

copper pieces			

# Attributes

STRength	
AGI <sub>lity</sub>	
STAmina	
PER <sub>sonality</sub>	
INT <sub>elligence</sub>	
LUCK	
Birth Augur	

# Saves

Reflex	
Fortitude	
Will	