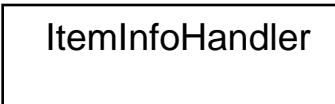
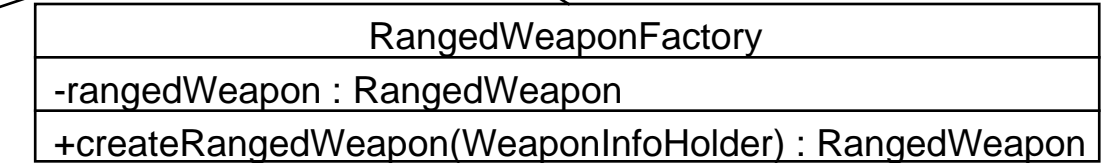
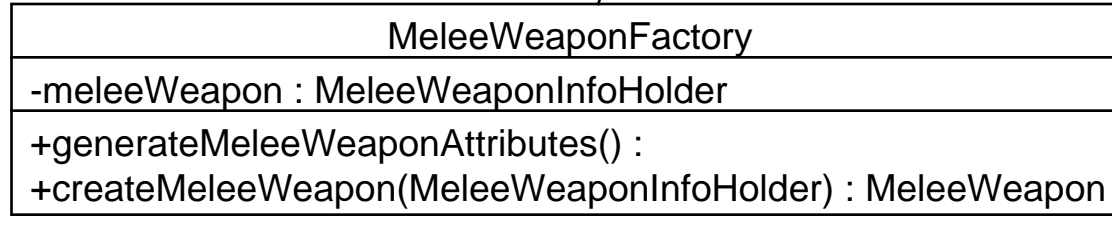
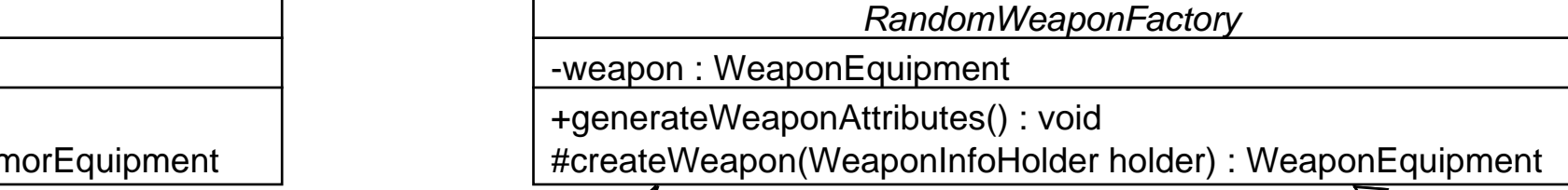
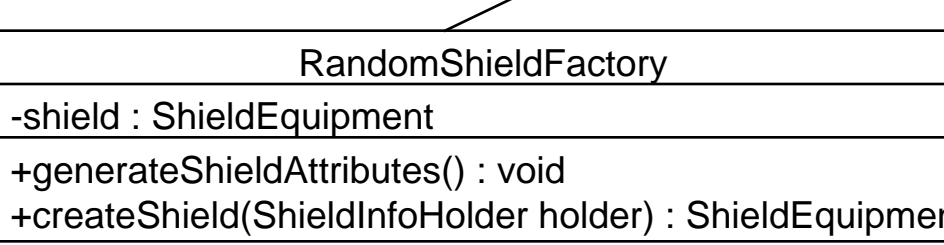
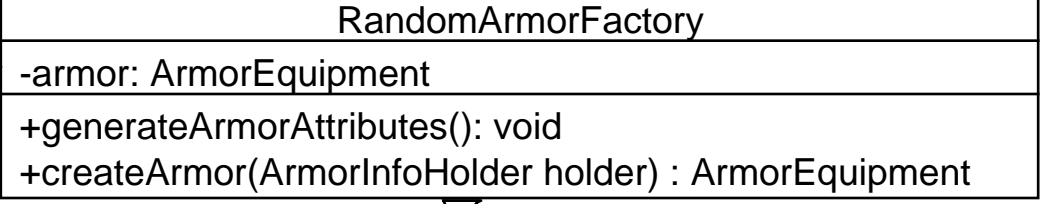
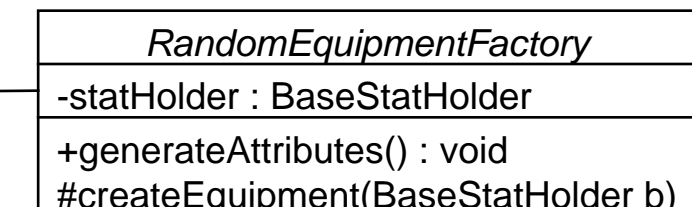
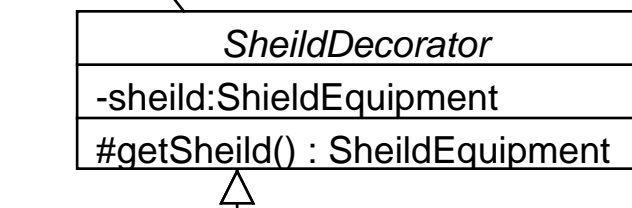
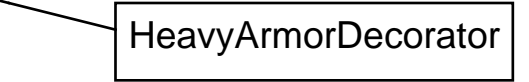
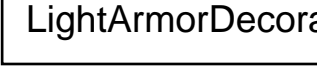
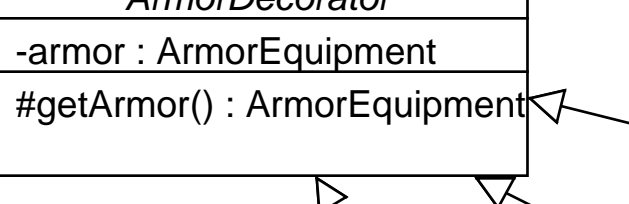
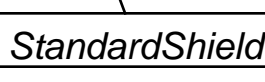
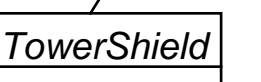
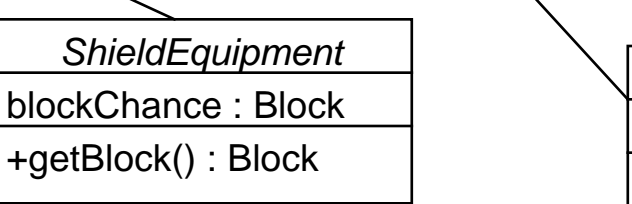
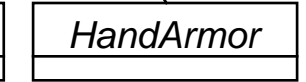
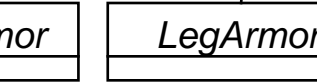
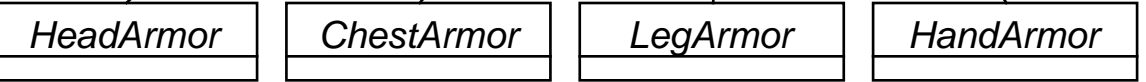
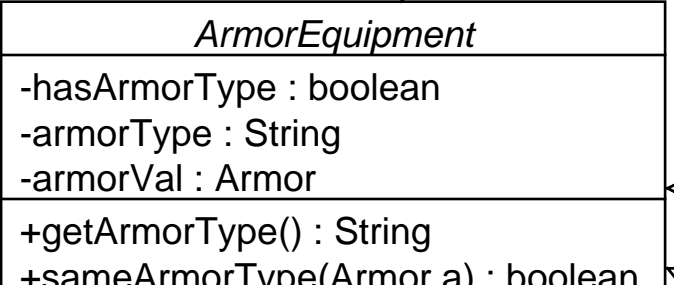
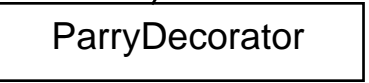
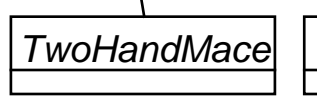
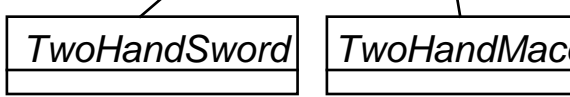
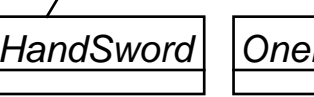
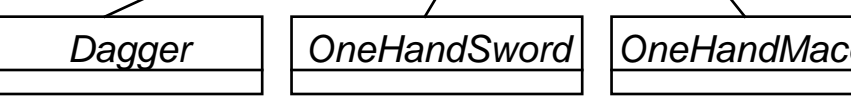
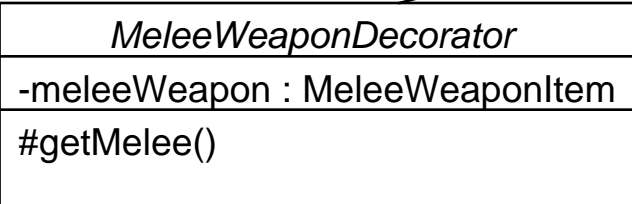
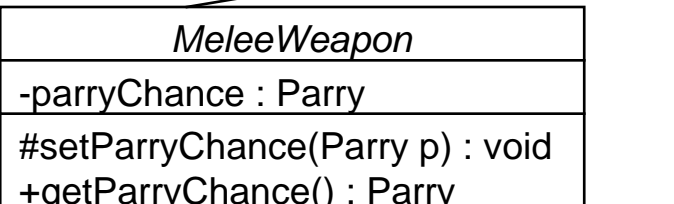
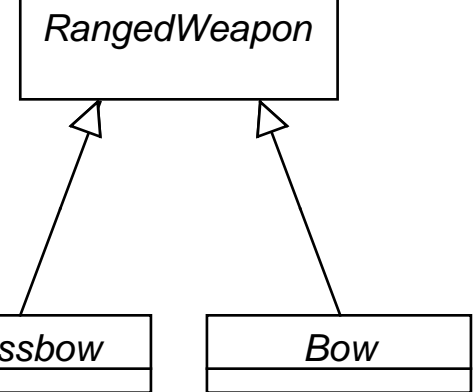
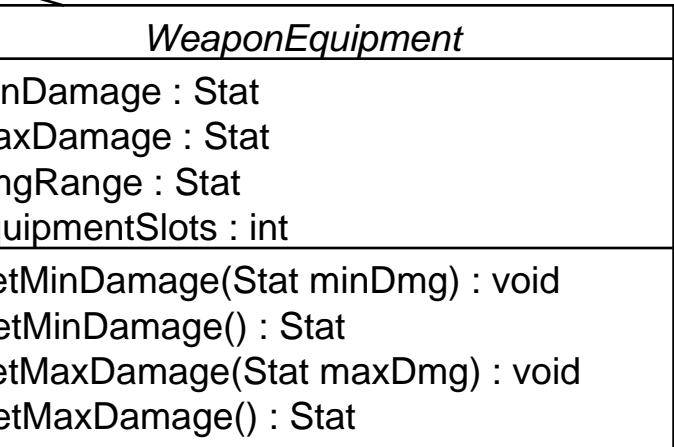
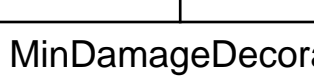
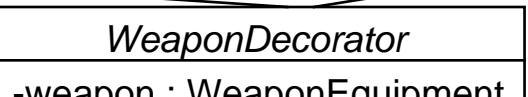
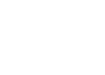
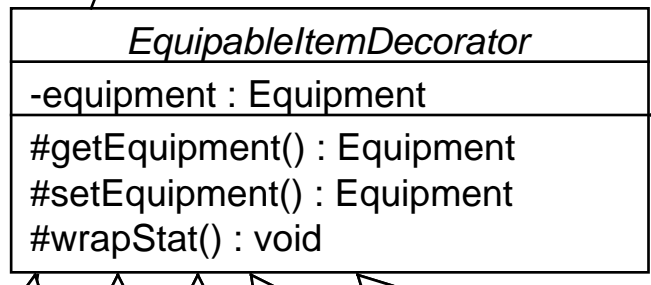
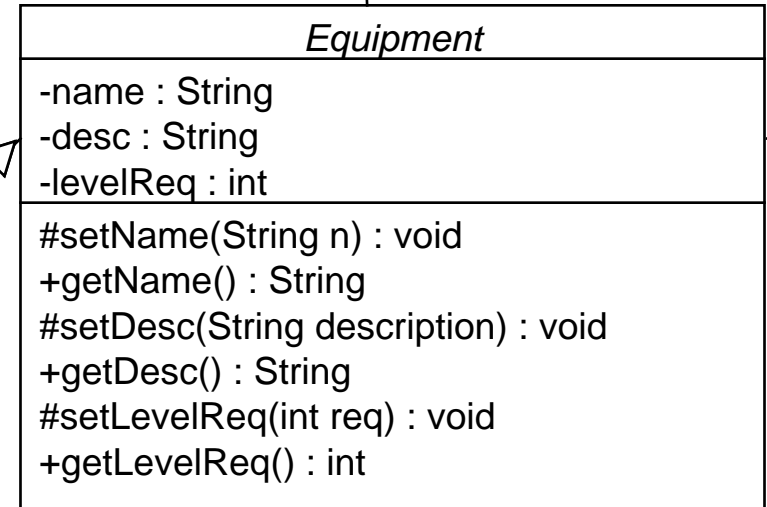
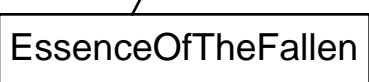
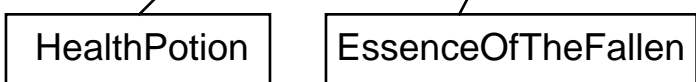
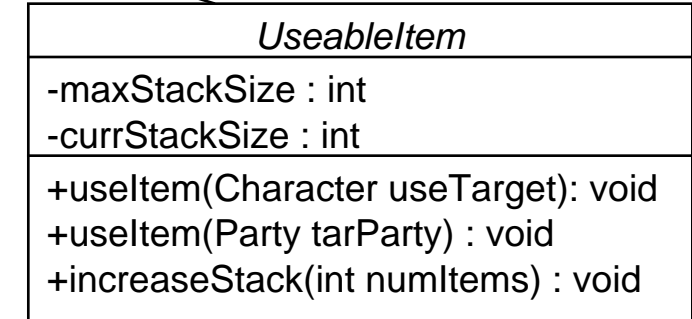
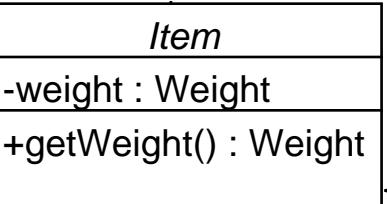
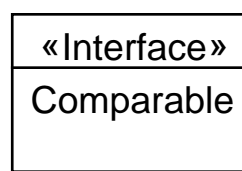
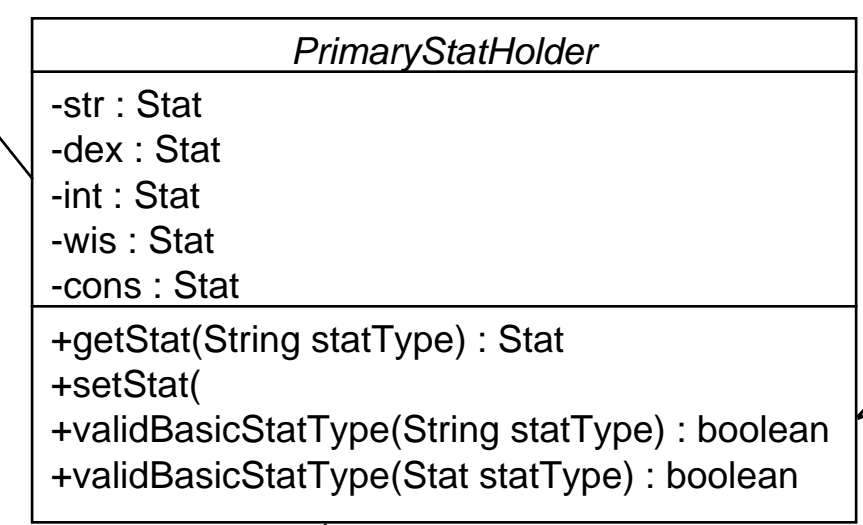
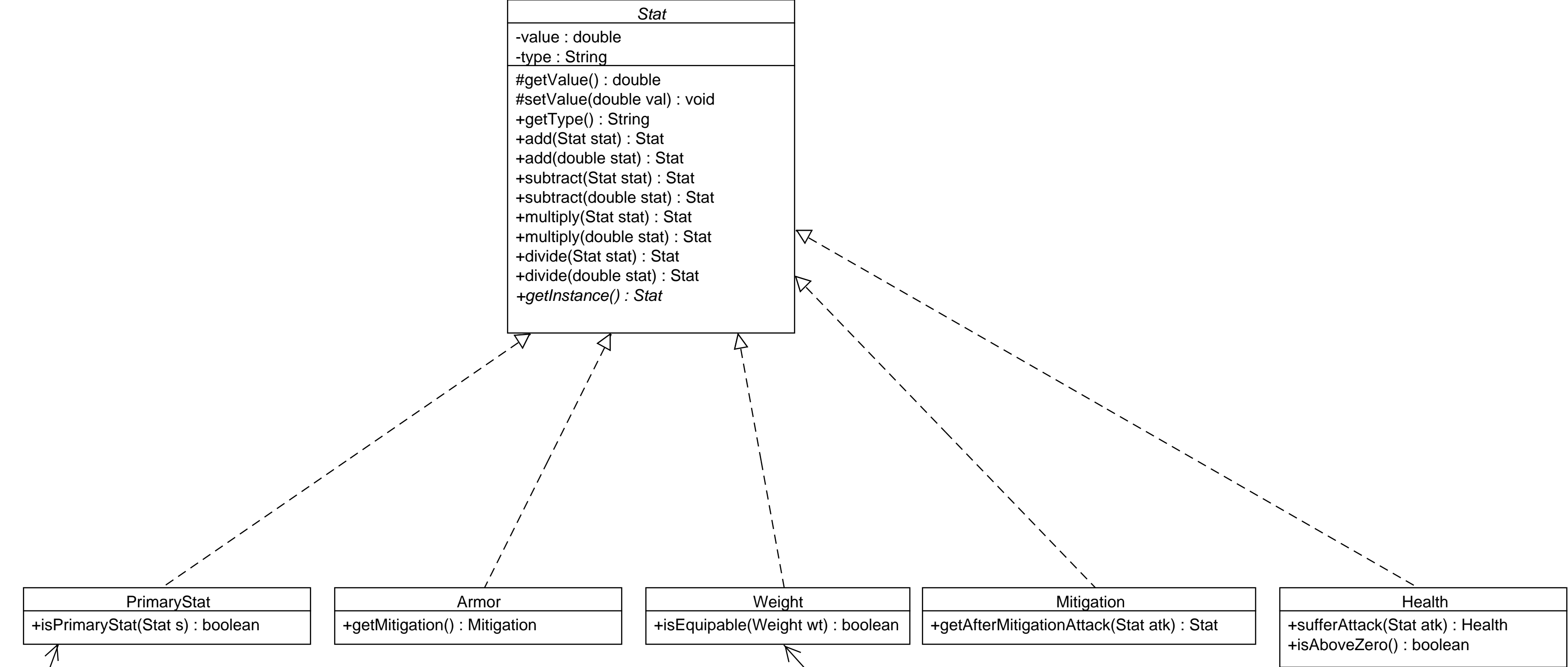


Strength
Dexterity
Intelligence
Wisdom
Constitution
Attack
Parry
Block



This will be a static class to handle a sqlite database of item info (SQLiteOpenHelper)