PLAYER NAME	DATE CREATED	CAMPAIGN	EQUIPMENT and GEAR
CHARACTER NAME	RACE / CLASS	LEVEL	
STRENGTH INTELLIGENCE	ALIGNMENT SEX AGE LANGUAGES	HOMELAND	
WISDOM DEXTERITY	SPECIAL ABILITIE	ES	
CONSTITUTION CHARISMA	EXPER	IENCE BONUS S	WEALTH and TREASURE
WEAPON IN HAND - DI WEAPON  ARMOR CLASS  ARMOR WORN  SHIELD	HAND - DMG  DAMAGE  DAMAGE	NEXT LEVEL  HIT POINTS	Copper Gems Jewelry Other Silver Gold Electrum Platinum
	SAVING THROW  SHIELD HELMET  SAVING THROW MODIF	CURRENT HP	ENCUMBRANCE  + + + + + + + + + + + + + + + + + + +
MAGIC ITEMS	SPELLS AND ABILIT	TIES A	NOTES
	1st 2nd 3rd 4th 5th		
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