

Character Name		Race	Class	Level	XP
Age	Weight	Height	Physical description		

Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma



Health and movement		Magic		Leveling up		
Walk	Run	Mana /	Blessings /	Training points	Skill points	
Current health	Total health	Spell power	Prayer Bonus	Training	Skill	
Resilience	Threshold of pain	Spell attack	Heal Bonus	Health	Pain	Resilience

Combat profile

Attack Training	Primary weapon	Reach	
	Secondary weapon	Reach	
Speed Training	Armor	Shield	
Damage Training			
Defense Training	Fortitude	Reflex	Will


Item features and enhancements

Initiative



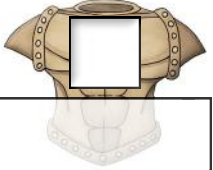




Next Attack

Features, spells, and skills



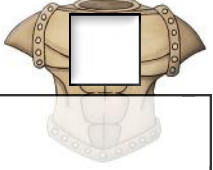




Inventory



Combat profile

Attack	Training	 Primary weapon	Reach	Item features and enhancements	Initiative
		 Secondary weapon	Reach		Next Attack
Speed	Training	 Armor	 Shield		
Damage	Training				
Defense	Training	 Fortitude	 Reflex		
		 Will			

Combat profile

Attack	Training	 Primary weapon	Reach	Item features and enhancements	Initiative
		 Secondary weapon	Reach		Next Attack
Speed	Training	 Armor	 Shield		
Damage	Training				
Defense	Training	 Fortitude	 Reflex		
		 Will			

Notes