

Wizard

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



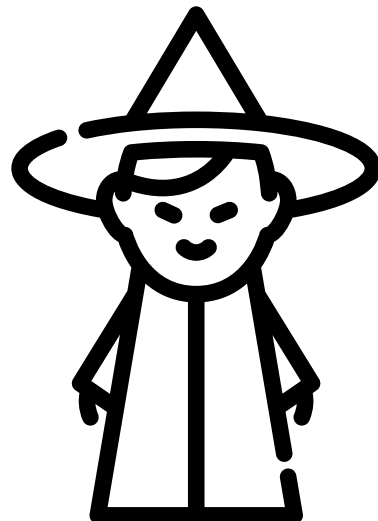
Witch

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



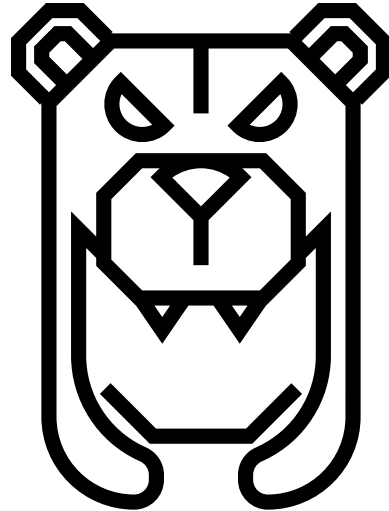
Druid

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



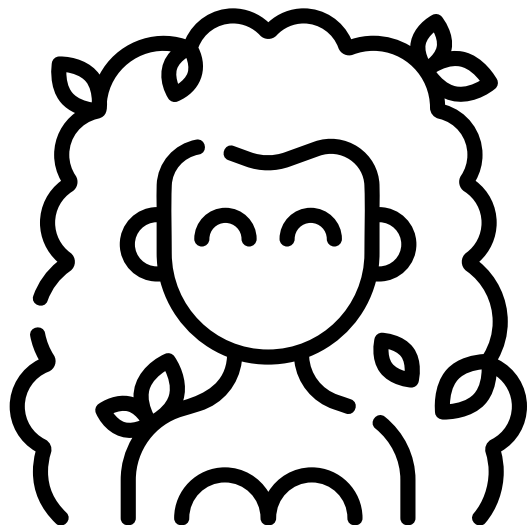
Healer

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



Viking

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



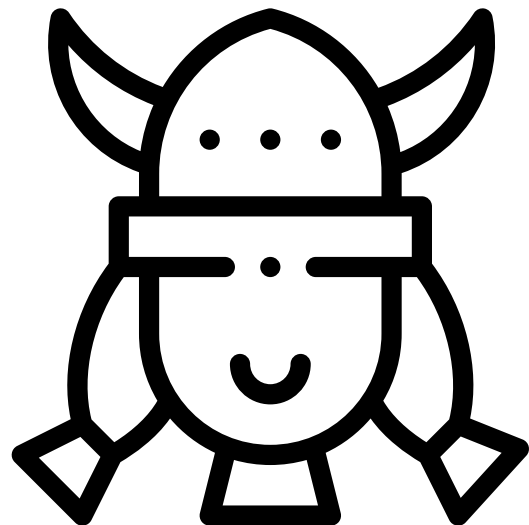
Viking

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



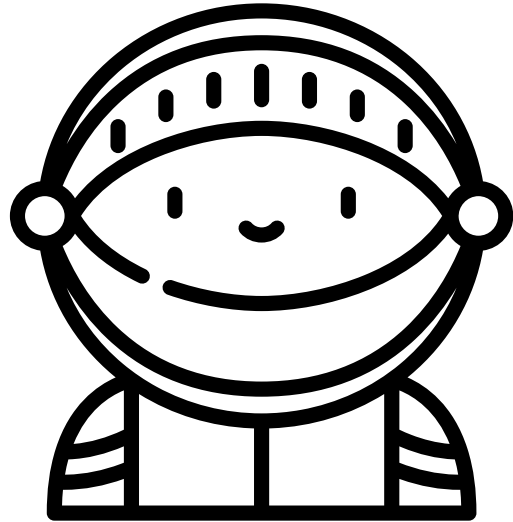
Knight

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



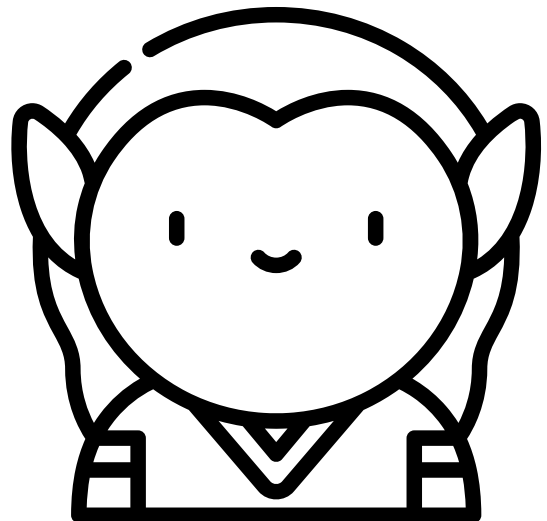
Elf

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



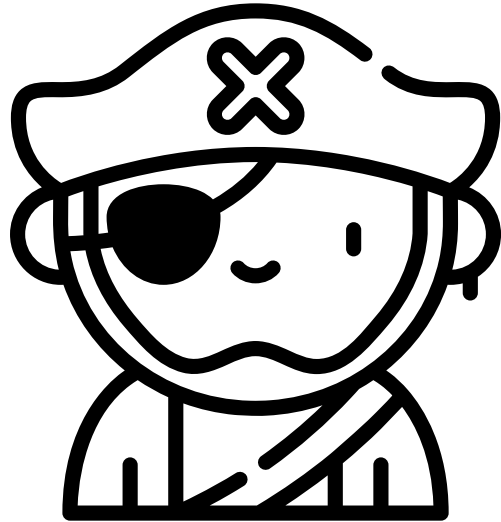
Pirate

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



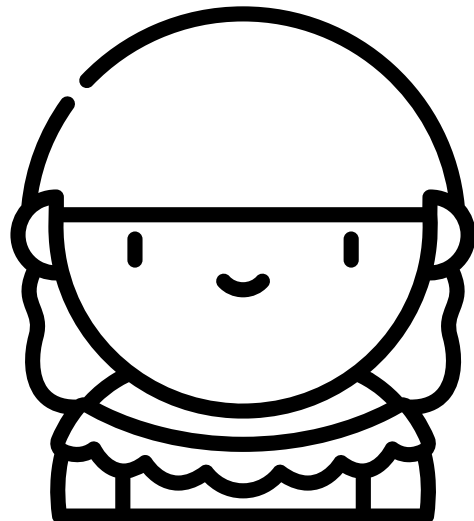
Pirate

Base Health Points: 5

Problem-Solving Ability

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:



(Character Name)

Base Health Points: 5

Problem-Solving Ability *(pick one)*

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills:

(Character Name)

Base Health Points: 5

Problem-Solving Ability *(pick one)*

- Strength
- Speed/Dexterity
- Knowledge
- Charisma

Skills: