

Name	Race	Class
Alias	Social Class	Class Title

Level

STR

Hit Adj

Dmg Adj

Wt Adj

Open Door

Bend Bars

DEX

Surprise Adj

Missile Adj

Defence Adj

INT

Add Lang

Know Spell

Min spell

Max Spell

CON

HP adj

System Shock

Ressurrect

WIS

Menta Save

Spell Failure

Bonus Spells

CHR

Max Henchmen

Loyalty Base

Reaction

Current HP

Max HP

Armor Class

Wounds

HP Rolls

Adjusted AC

Saving Throws

Paralyze\Poison\Death Magic

Petrification / Polymorph

Rod/Staff/Wand

Breath Weapon

Spell

Languages

Wounds:

Cp	Sp	Ep	Gp	Pp
Ap	Op	Mp	ChP	Tp

Cp	Sp	Ep	Gp	Pp
Ap	Op	Mp	ChP	Tp

1Pp=5gp
Gp=Basic
Ep=1/2 Gp
1Sp=1/10 Gp
1Cp=1/100Gp

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Name	Alias	Gender	Race
Class	Alignment	Religion	Sub Race

Height	Weight	Age	Apparent Age
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Eye Color	Hair Color	Skin Tone
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Detections	Visions
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General Appearance	General Tendencies
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Thrift	Disposition	Bravery	Personality
Intellect	Nature	Energy	
Honesty	Morals	Interests	

Profession	Wage
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Character Sketch

Talents	

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