Player | **Character**

Strength	
Intelligence	
Wisdom	
Dexterity	
Constitution	
Charisma	
Comliness	

Hit Modifier		Initiative/Missile Modifier	
Damage Modifier		Hitpoint Modifier	
Carry Weight		System Shock	
Max Press		Ressurection Survival	
Open Doors		Reaction Adjustment	
Bend Bars		Henchman Loyalty	
Magical Attack Bonus			
Armor Class Modifier			

Level		**Class**		**Experience**	
Level		**Class**		**Experience**	
Level		**Class**		**Experience**	

Hitpoints | **Damage** | **Armor Class** | **THAC0**

Other Weapons

Personal Equipment

MP		*x10*
PP		*x5*
GP		
EP		*x2*
SP		*x5*
CP		*x10*

Complexion		Frame		Race	
Hair Color		Height		Sex	
Eye Color		Weight		Age	

Personal Notes