Player	Character

Strength		Hit Modifier		Initiative/Missile Modifier	
Intelligence		Damage Modifier		Hitpoint Modifier	
Wisdom		Carry Weight		System Shock	
Dexterity		Max Press		Ressurection Survival	
Constitution		Open Doors		Reaction Adjustment	
Charisma		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