

Character name _____ Height _____ Alignment _____
 Player name _____ Weight _____ Status _____
 Race _____ Age mental: _____ physical: _____ Encumbrance _____
 Class _____ Level _____

Attributes

STR	<input type="radio"/>	Hit Prob.	Dmg. Adj.	Weight All.	Max Press	Open Doors	Bend Bars/Lift Gates
DEX	<input type="radio"/>	Reaction Adj.		Missile Attack Adj.		Defensive Adj.	
CON	<input type="radio"/>	HP Adj.	System Shock	Resurrection Survival	Poison Save	Rege-neration	
INT	<input type="radio"/>	# of Lang.	Spell Level	Chance to Learn Spell	Max. # of Spells/Lvl	Illusion Immunity	
WIS	<input type="radio"/>	Magical Defense Adj.		Bonus Spells		Chance of Spell Failure	
CHA	<input type="radio"/>	Max. # of Henchmen		Loyalty Base		Reaction Adj.	

Saving throws

Paral./Poison/Death magic	<input type="radio"/>	_____
Rod/Staff/Wand	<input type="radio"/>	_____
Petrification/Polymorph	<input type="radio"/>	_____
Breath weapon	<input type="radio"/>	_____
Magic Spell	<input type="radio"/>	_____

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Armor

Hit points

Miscellaneous

AC	Mod. AC	
<input type="checkbox"/>	Surprised	<input type="checkbox"/>
<input type="checkbox"/>	Side	<input type="checkbox"/>
<input type="checkbox"/>	Back	<input type="checkbox"/>
<input type="radio"/>		_____
<input type="radio"/>		_____
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<input type="radio"/>		_____
<input type="radio"/>		_____
<input type="radio"/>		_____

Items

#AT	Att. Bon.	Dmg. Adj.	THACO	Dmg (S/M)	Dmg (L)	S	M	L	Size	Type	Speed	Weight
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