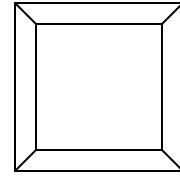
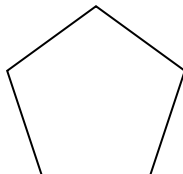
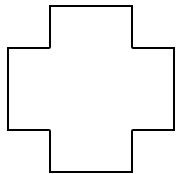
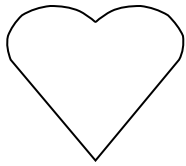


Name	Race	Class
Alias	Social Class	Class Title



Level

STR <input type="text"/> → <table border="1"> <tr> <td>Hit Adj</td> <td>Dmg Adj</td> <td>Wt Adj</td> <td>Open Door</td> <td>Bend Bars</td> </tr> </table>	Hit Adj	Dmg Adj	Wt Adj	Open Door	Bend Bars	DEX <input type="text"/> → <table border="1"> <tr> <td>Surprise Adj</td> <td>Missile Adj</td> <td>Defence Adj</td> </tr> </table>	Surprise Adj	Missile Adj	Defence Adj
Hit Adj	Dmg Adj	Wt Adj	Open Door	Bend Bars					
Surprise Adj	Missile Adj	Defence Adj							
INT <input type="text"/> → <table border="1"> <tr> <td>Add Lang</td> <td>Know Spell</td> <td>Min spell</td> <td>Max Spell</td> </tr> </table>	Add Lang	Know Spell	Min spell	Max Spell	CON <input type="text"/> → <table border="1"> <tr> <td>HP adj</td> <td>System Shock</td> <td>Ressurrect</td> </tr> </table>	HP adj	System Shock	Ressurrect	
Add Lang	Know Spell	Min spell	Max Spell						
HP adj	System Shock	Ressurrect							
WIS <input type="text"/> → <table border="1"> <tr> <td>Menta Save</td> <td>Spell Failure</td> <td>Bonus Spells</td> </tr> </table>	Menta Save	Spell Failure	Bonus Spells	CHR <input type="text"/> → <table border="1"> <tr> <td>Max Henchmen</td> <td>Loyalty Base</td> <td>Reaction</td> </tr> </table>	Max Henchmen	Loyalty Base	Reaction		
Menta Save	Spell Failure	Bonus Spells							
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:

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	

