

character name/player	class	level	race/genre	height/weight	alignment	hero points
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version 1.04 by Denis Ricard

Monsters & Magic

STR

INT

DEX

WIS

CON

CHA

PHP

AC

vs missiles

MHP

MD

weapon	+/-	damage	range	weight	notes

armor	bonus	weight
shield	bonus	vs missiles
move	social class	init P
		init M

advancements

class traits

racial traits

stances/special actions/effects

personal traits

items (uses) lbs

languages (scripts)

alignment focus

alignment drift

goal

treasure

experience

	total	1/3	2/3	max
weight	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
move	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>