



# EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD								TOTAL WEIGHT CARRIED

## MOVEMENT/LIFTING

MOVEMENT	RATE	MOVEMENT	RATE
WALK (= BASE)		HOUR WALK	
HUSTLE		HOUR HUSTLE	
RUN (x3)		DAY WALK	
RUN (x4)		SPECIAL	
LOAD	WEIGHT CARRIED	MAX DEX	CHK PEN
LIGHT		NORMAL	NORMAL
MEDIUM		+3	-3
HEAVY		+1	-6
			X4
			X3

## EXPERIENCE

TOTAL EXPERIENCE	
XPS NEEDED FOR NEXT LEVEL	
<input type="text"/>	<input type="text"/>
LIFT OVER HEAD = MAX LOAD	LIFT OFF GROUND = 2 X MAX LOAD
<input type="text"/>	<input type="text"/>
PUSH OR DRAG = 5 X MAX LOAD	

## MONEY & GEMS

CP —
SP —
GP —
PP —
GEMS —

## CLASS & RACIAL ABILITIES

Large empty rectangular box for Class and Racial Abilities notes.

Large empty rectangular box for Languages notes.

## FEATS

Large empty rectangular box for Feats notes.

## LANGUAGES

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SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	O		O	
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

## SPELLS

SPELL SAVE DC MOD

## MAGIC ITEMS

## HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA

NOTES

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA

NOTES

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA

NOTES

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA

NOTES

# CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

## BACKGROUND & NOTES

DATE CREATED \_\_\_\_\_

DM/CAMPAGN \_\_\_\_\_