

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

FEATS

LANGUAGES

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

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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