

CAMPAIGN _____

EXPERIENCE POINTS _____

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
TOTAL WEIGHT CARRIED					

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

MONEY

CP —

SP —

GP —

PP —

FEATS

PG. _____

SPECIAL ABILITIES

PG. _____

MAGIC ITEMS

WEIGHT

HEAD _____

EYES _____

CLOAK _____

Amulet _____

ROBE _____

VEST _____

BRACERS _____

GLOVES _____

RINGS _____

BELT _____

BOOTS _____

ARMOR _____

SHIELD _____

IN HAND _____

READIED _____

TOTAL WEIGHT CARRIED _____

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus
