

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM			
TYPE	AC BONUS	WEIGHT	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM			
AC BONUS	WEIGHT	CHECK PENALTY	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

ITEMS WORN

- HEAD
- EYES
- AMULET
- VEST
- ARMOR/ROBE
- BELT
- CLOAK
- BRACERS
- GLOVES
- BOOTS
- RING
- RING

NOTES

OTHER POSSESSIONS

ITEM	WT.	ITEM	WT.

SPELL SAVE

ARCANE SPELL FAILURE DC MOD %

CONDITIONAL MODIFIERS

SPELL SAVE DC	LEVEL	SPELLS KNOWN	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

LANGUAGES

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

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER HEAD
EQUALS MAX LOAD

LIFT OFF GROUND
2x MAX LOAD

PUSH OR DRAG
5x MAX LOAD

TOTAL WEIGHT CARRIED

MONEY

CP —

SP —

GP —

PP —