CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
NORMAL BACKPACK	2		
WINTER CLOAK	3		
WATERSKIN	4		
BELT POUCH	1		
(7) DAYS of RATIONS	7		
FISH HOOK	—		
FLINT + STEEL	—		
CLIMBING KIT	5		
50' SPIDER SILK ROPE	3		
(1) TORCH	1		
WHETSTONE	1		
1st-Aid Kit	1		
Explorer's Outfit	8		
(1) FLASK of Anti-Poison	—		
26 Hp WARHORSE (LIGHT)			
230/460/690			
60/50/40 RUN x4			
SADDLE + REINS - 25 lb			
AC 14 LISTEN +7 Spot +7			
		WEAPONS	20
		ARMOR	10
		MONEY	2
		TOTAL WEIGHT CARRIED	68

MONEY

CP — 10 (1) lb

SP — 10

GP — 10 → (1) lb

PP — 0

(1) 12gp Gem

SPECIAL ABILITIES/FEATS

RAGE TIMES/DAY 3 USED

RAGE DURATION: 7 ROUNDS

(1) ALERTNESS +2 LISTEN + SPOT
(2) IMPROVED INITIATIVE +4
(3) WEAPON FOCUS - GREATSWORD
(4) IMPROVED CRITICAL - " 2nd LVL.
UNCANNY DODGE (DON'T LOSE DEX AC)
(FREE FROM CLASS) (5th LVL CAN'T BE FLANKED)
(UNLESS ROGUE 2/2 LVL)

100	200	300
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
300	600	1500
LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 × MAX LOAD)	PUSH OR DRAG (5 × MAX LOAD)

LANGUAGES

Literate? (2 skill points) ☐

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points

COMMON

NOTES

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