

character name _____

adventure _____

Gear Worn

Weight

Items including clothing, weapons, armor, jewelry, magic items, etc. that always count towards encumbrance, but are easily accessible at all times

Gear Packed

Weight

Items carried in some type of pack that are less accessible, but easily discarded prior to combat to reduce encumbrance

Gear Stowed

Weight

Items carried in a wagon, on a pack animal, or kept in a building where they are least accessible, but do not count against your encumbrance.

Armor/Protective Items _____

Weapons at the ready _____

Total Weight:

Total Weight:

Cash

Platinum: _____

Gold: _____

Silver: _____

Copper: _____

Gems: _____

Weight:
50 coins weigh 1 pound

Carrying Capacity

Encumbered: lbs
-10ft Speed modifier 5x Strength

Heavily Encumbered: lbs
-20ft Speed modifier 10x Strength

Disadvantage on Ability checks, Attack rolls, and Saving Throws

Max Capacity: lbs
15x Strength

Push, Drag, Lift: lbs
30x Strength

Followers

	Type	Hit Die	Max HP	Size	Max Load	Speed	Initiative	AC	Prof. Bonus	Attack Bonus	Attack Type	Damage	Damage Type
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> STR: ___ () <input type="checkbox"/> DEX: ___ () <input type="checkbox"/> CON: ___ () <input type="checkbox"/> INT: ___ () <input type="checkbox"/> WIS: ___ () <input type="checkbox"/> CHA: ___ ()													
Skills/Feats: <input type="text"/>										<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Additional Attacks

	Attack Bonus	Attack Type	Damage	Damage Type	Range	Weapon Weight
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Additional Notes
