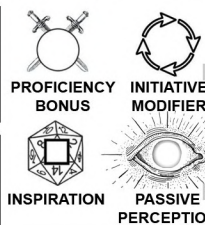


Player Character Record

Player:

WEAPON 5 _____
TO HIT (r. _____ **) DAMAGE**

Carry lb.
Lift, Push,
or Drag lb.
Long Jump
 Running ft.
 Standing ft.
High Jump
 Running ft.
 Standing ft.



Vision

- ☐ Normal Vision
- ☐ Darkvision _____
- ☐ Blindsight _____
- ☐ Truesight _____
- ☐ Tremorsense _____

Spell Slots and Castings

1st <input type="text"/>	2nd <input type="text"/>	3rd <input type="text"/>	4th <input type="text"/>	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
5th <input type="text"/>	6th <input type="text"/>	7th <input type="text"/>	8th <input type="text"/>	9th <input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Traits - Feats - Features

CHARACTER NAME

STR		
DEX		
CON		
INT		
WIS		
CHA		

Ability Score & (Modifier)	Saving Throw Modifier
3 (-4)	-4
4 (-3)	-3
5 (-2)	-2
6 (-1)	-1
7 (0)	0
8 (+1)	+1
9 (+2)	+2
10 (+3)	+3
11 (+4)	+4
12 (+5)	+5
13 (+6)	+6
14 (+7)	+7
15 (+8)	+8
16 (+9)	+9
17 (+10)	+10
18 (+11)	+11
19 (+12)	+12
20 (+13)	+13



**ARMOR
CLASS**

HIT DICE

TOTAL:	
USED:	

Ideals:
Bonds:
Flaws:

































































SKILLS

☒ Proficient | ☒ Expertise | ☐ Jack of all Trades
☒ DEX ☐ ☐ __ Acrobatics | ☒ WIS ☐ ☐ __ Medicine
☒ WIS ☐ ☐ __ Animal Handling | ☒ INT ☐ ☐ __ Nature
☒ INT ☐ ☐ __ Arcana | ☒ WIS ☐ ☐ __ Perception
☒ STR ☐ ☐ __ Athletics | ☒ CHA ☐ ☐ __ Performance
☒ CHA ☐ ☐ __ Deception | ☒ CHA ☐ ☐ __ Persuasion
☒ INT ☐ ☐ __ History | ☒ INT ☐ ☐ __ Religion
☒ WIS ☐ ☐ __ Insight | ☒ DEX ☐ ☐ __ Sleight of Hand
☒ CHA ☐ ☐ __ Intimidation | ☒ DEX ☐ ☐ __ Stealth ☐ Disadvantage
☒ INT ☐ ☐ __ Investigation | ☒ WIS ☐ ☐ __ Survival

Proficiencies

INVENTORY



































































 Equipped
  Carried
  Magical
  Attuned ____ of 3

						
		Armor				
						
		Shield				
			<i>Ammunition</i>			
						
						
						
						
						
						
						
						
						
						
						
						
						

quantity

ITEM

Value
an

						
						
						
						
						
						
						
						
						
						
						
						
						
						
						
						
		COIN PURSE (weight of all your coins)				

Total GP Value Carried _____ Total Weight Carried _____ lbs.

COINS: CP___ SP___ EP___ GP___ PP___

Character Description

CHARACTER NAME

Background

Proficiencies

Equipment

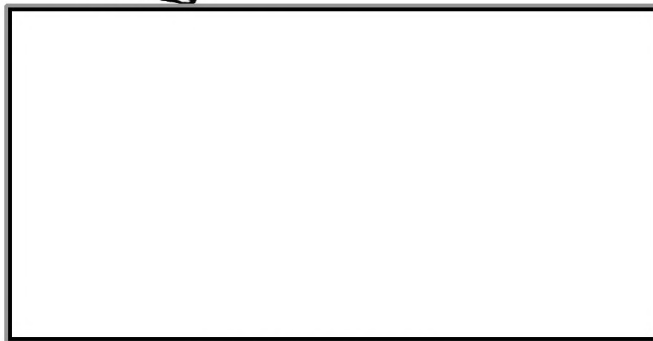
Bkgnd Lang's Personality

Ideals

Bonds

Flaws

Feature



Character Sketch

Age	Gender	Eyes	Hair
Height	Weight	Skin	Hand.
Physical Description			

Race

Subrace

Ability Adj. Traits

Proficiencies

Racial Lang's

Backstory

Skills and Abilities

Sources: R=Race C=Class B=Background O=Other

CHARACTER NAME

SKILLS

● Proficient | ■ Level Acquired | □ Source

<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Acrobatics	<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Medicine
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Animal Hndlg	<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Nature
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Arcana	<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Perception
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Athletics	<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Performance
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Deception	<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Persuasion
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> History	<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Religion
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Insight	<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Sleight of Hand
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Intimidation	<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Stealth
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Investigation	<input type="radio"/> <input type="checkbox"/> <input type="checkbox"/> Survival
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

NOTES:

Vision

☐ Normal Vision
☐ Darkvision ____ ft.
☐ Blindsight ____ ft.
☐ Truesight ____ ft.
☐ Tremorsense ____ ft.

NOTES:

SPEEDS

Walking Speed	
Modifier	
Fly Speed.....	
Modifier	
Swim Speed...	
Modifier	
Climb Speed...	
Modifier	
Burrowing Sp..	
Modifier	

NOTES:

CLASS & HIT POINTS

Class	HD	HP	CON
LVL 1	=	<input type="text"/>	<input type="text"/>
LVL 2	=	<input type="text"/>	<input type="text"/>
LVL 3	=	<input type="text"/>	<input type="text"/>
LVL 4	=	<input type="text"/>	<input type="text"/>
LVL 5	=	<input type="text"/>	<input type="text"/>
LVL 6	=	<input type="text"/>	<input type="text"/>
LVL 7	=	<input type="text"/>	<input type="text"/>
LVL 8	=	<input type="text"/>	<input type="text"/>
LVL 9	=	<input type="text"/>	<input type="text"/>
LVL 10	=	<input type="text"/>	<input type="text"/>
LVL 11	=	<input type="text"/>	<input type="text"/>
LVL 12	=	<input type="text"/>	<input type="text"/>
LVL 13	=	<input type="text"/>	<input type="text"/>
LVL 14	=	<input type="text"/>	<input type="text"/>
LVL 15	=	<input type="text"/>	<input type="text"/>
LVL 16	=	<input type="text"/>	<input type="text"/>
LVL 17	=	<input type="text"/>	<input type="text"/>
LVL 18	=	<input type="text"/>	<input type="text"/>
LVL 19	=	<input type="text"/>	<input type="text"/>
LVL 20	=	<input type="text"/>	<input type="text"/>

NOTES:

Total:

PROFICIENCIES

● Proficient | ■ Level Acquired | □ Source

ARMOR

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Light Armor</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Maul
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Medium Armor</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Morningstar
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Heavy Armor</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Pike
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Shields</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Rapier
WEAPONS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Scimitar
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <u><i>Simple W.</i></u>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Shortsword</i>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Club	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Trident
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dagger	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> War pick
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Greatclub	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Warhammer
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Handaxe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Whip
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Javelin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blowgun
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light hammer	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crossbow, hand
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mace	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crossbow, heavy
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Quarterstaff	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Longbow
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sickle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Net
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spear	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crossbow, light	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dart	<u>Artisan's tools</u>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shortbow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Alchemist's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sling	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Brewer's

WEAPONS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <u>Simple W.</u>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <u>Shortsword</u>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Club	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Trident
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dagger	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> War pick
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Greatclub	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Warhammer
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Handaxe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Whip
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Javelin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blowgun
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light hammer	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crossbow, hand
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mace	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crossbow, heavy
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Quarterstaff	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Longbow
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sickle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Net
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spear	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crossbow, light	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dart	<u>Artisan's tools</u>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shortbow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Alchemist's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sling	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Brewer's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Calligrapher's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <u>Martial W.</u>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Carpenter's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Battleaxe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cartographer's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flail	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cobbler's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Glaive	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cook's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Greataxe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Glassblower's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Greatsword	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Jeweler's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halberd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Leatherworker's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lance	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mason's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Longsword	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Painter's

NOTES:

ABILITIES

Score generation method: _____
 |STR|DEX|CON|INT|WIS|CHA|

[illegible]

Level Acquired ☐ Source

- Saving Throw Proficiency

NOTES:

LANGUAGES

Race _____
Class _____
Background _____
Other _____

NOTES:

Weapons and Armor

CHARACTER NAME _____

Notes:

WEAPON 1

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

WEAPON 2

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

WEAPON 3

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

WEAPON 4

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

WEAPON 5

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

ARMOR

Type: _____

Description: _____

Don: _____

Doff: _____

Weight: _____

Unarmored

☐ 10

+

☐ DEX MODIFIER

+

☐ CON MODIFIER

(If Barbarian)

+

☐ WIS MODIFIER

(If Monk)

+

☐ MAGIC BONUS

+

☐ OTHER MODIFIERS

=

☐ UNARMORED ARMOR CLASS

☐ ARMOR CLASS (AC)

+

☐ DEX MODIFIER

+

☐ MAGIC BONUS

+

☐ OTHER MODIFIERS

=

☐ ARMORED ARMOR CLASS

None for Heavy Armor

+2 max for Medium Armor

Strength Requirement: _____

The armor reduces the wearer's speed by 10 feet unless the wearer has this Strength score or higher.

Stealth: _____

Disadvantage on Dexterity (Stealth) checks?

Are you are proficient with this? _____

If not proficient you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

SHIELD

Don: 1 Action Doff: 1 Action Weight: 6 lb.

AC: ☐ 2 + ☐ + ☐ = ☐

MAGIC BONUS OTHER MODIFIERS

NOTES:

Traits - Feats - Features

CHARACTER NAME

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____

Inventory - Sheet 1

CP= .01gp SP= .1gp EP= .5gp PP= 10gp

CHARACTER NAME _____

1 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

7 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

2 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

8 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

3 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

9 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

4 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

10 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

5 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

11 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

6 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

12 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

Inventory - Sheet 2

CP= .01gp SP= .1gp EP= .5gp PP= 10gp

CHARACTER NAME _____

13 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

19 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

14 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

20 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

15 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

21 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

16 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

22 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

17 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

23 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

18 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

24 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

CHARACTER NAME

CHARACTER NAME

30	Item: _____
	# Quantity _____ GP Value of one _____ Weight in lbs. _____ <input type="checkbox"/> Equipped or Worn? <input type="checkbox"/> Carried? <input type="checkbox"/> Magic Item? <input type="checkbox"/> Attuned to it? _____ _____ _____ _____

Notes: