

### Player Character Record

**Player:**

**WEAPON 5** \_\_\_\_\_  
**TO HIT (r.** \_\_\_\_\_ **) DAMAGE**  
 \_\_\_\_\_  
 \_\_\_\_\_

**Carry**   lb.

**Lift, Push,**  
**or Drag**  lb.

**Long Jump**

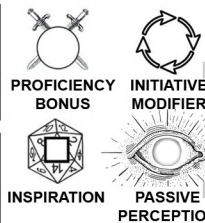
Running  ft.

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**

Race		Classes			
Alignment	Size	Speed	XP	Level	
Background		Languages			

<b>STR</b>		
<b>DEX</b>		
<b>CON</b>		
<b>INT</b>		
<b>WIS</b>		
<b>CHA</b>		

Ability Score & (Modifier)	Saving Throw Modifier
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## HIT POINTS



## ARMOR CLASS

Injuries	
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Temporary Hit Points	
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## HIT DICE

TOTAL:	
USED:	

**Ideals:**

<b>Bonds:</b>
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



















































**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

## INVENTORY

 Equipped
  Carried
  Magical
  Attuned \_\_\_\_ of 3


































































						
		Armor				
						
		Shield				
			<i>Ammunition</i>			
						
						
						
						
						
						
						
						
						
						
						
						
						

# quantity

ITEM

Value WT  
an Lbs.

## Proficiencies

						
						
						
						
						
						
						
						
						
						
						
						
						
						
						
						
	<b>COIN PURSE (weight of all your coins)</b>					

**Total GP Value Carried \_\_\_\_\_ Total Weight Carried \_\_\_\_\_ lbs.**

COINS: CP\_\_\_ SP\_\_\_ EP\_\_\_ GP\_\_\_ PP\_\_\_

# Character Description

CHARACTER NAME

**Background**

**Proficiencies**

**Equipment**

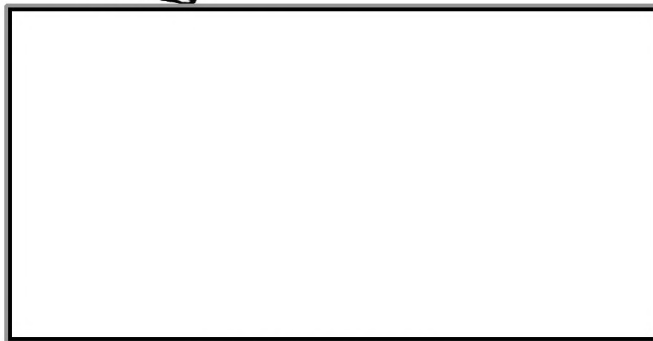
**Bkgnd Lang's  
Personality**

**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





# 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

+2 max for Medium Armor

None for Heavy Armor

+

☐ MAGIC BONUS

+

☐ OTHER MODIFIERS

=

☐ ARMORED ARMOR CLASS

**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 TOTAL

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: _____ _____ _____ _____ _____
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# 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

25

# Quantity \_\_\_\_\_ GP Value of one \_\_\_\_\_ Weight in lbs. \_\_\_\_\_  
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

26

# Quantity \_\_\_\_\_ GP Value of one \_\_\_\_\_ Weight in lbs. \_\_\_\_\_  
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

27

# Quantity \_\_\_\_\_ GP Value of one \_\_\_\_\_ Weight in lbs. \_\_\_\_\_  
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

28

# Quantity \_\_\_\_\_ GP Value of one \_\_\_\_\_ Weight in lbs. \_\_\_\_\_  
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

29

# Quantity \_\_\_\_\_ GP Value of one \_\_\_\_\_ Weight in lbs. \_\_\_\_\_  
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

30

# Quantity \_\_\_\_\_ GP Value of one \_\_\_\_\_ Weight in lbs. \_\_\_\_\_  
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

### Notes: