

### Player Character Record

**Player:**

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

**Carry**   lb.

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

**Long Jump**

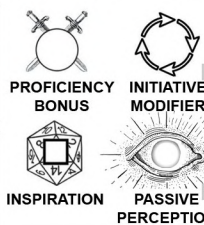
Running  ft.

Standing  ft.

**High Jump**

Running  ft.

Standing  ft.



**Vision**

☐ Normal Vision

☐ Darkvision \_\_\_\_\_ ft

☐ Blindsight \_\_\_\_\_ ft

☐ Truesight \_\_\_\_\_ ft

☐ Tremorsense \_\_\_\_\_ ft

## 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"/>
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## 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
3	-5
4	-4
5	-3
6	-2
7	-1
8	0
9	+1
10	+2
11	+3
12	+4
13	+5



## 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 on	WT Lbs.
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## 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











# Traits - Feats - Features

CHARACTER NAME

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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

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: