

Player Character Record

Player:

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

Carry _____ lb.

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

Long Jump

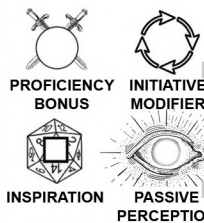
Running _____ ft.

Standing _____ ft.

High Jump

Running _____ ft.

Standing _____ ft.



Vision

☐ Normal Vision

☐ Darkvision _____

☐ Blindsight _____

☐ Truesight _____

☐ Tremorsense _____

Spell Slots and Castings

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

Traits - Feats - Features

CHARACTER NAME

Race		Classes			
Alignment	Size	Speed	XP	Level	
Background		Languages			

STR		
DEX		
CON		
INT		
WIS		
CHA		

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



HIT POINTS



ARMOR CLASS

Injuries	
----------	--

Temporary Hit Points	
----------------------	--

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

INVENTORY

 Equipped
  Carried
  Magical
  Attuned ____ of 3



































































[illegible]

quantity

ITEM

Value
an

Proficiencies

						
						
						
						
						
						
						
						
						
						
						
						
						
						
						
						
		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

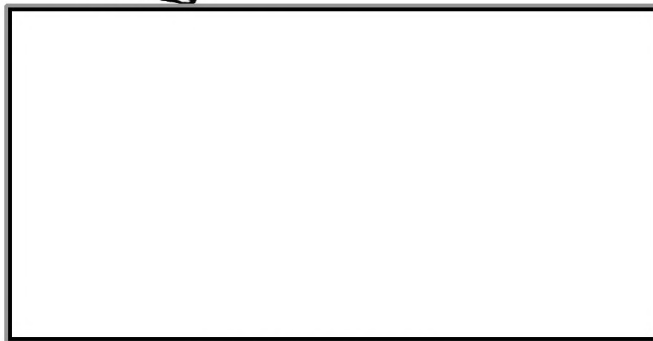
Bkgnd Lang's Personality

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

CHARACTER NAME

CHARACTER NAME

● 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:

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

NOTES:

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

NOTES:

Class	HD	HP	CON
		= <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="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"/>	
0		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
2		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
3		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
4		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
5		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
6		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
7		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
8		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
9		= <input type="text"/> + <input type="text"/> = <input type="text"/>	
0		= <input type="text"/> + <input type="text"/> = <input type="text"/>	

NOTES:

Total:

● Proficient | ■ Level Acquired | □ Source

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

<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"/> <u>Martial W.</u>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Calligrapher's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Battleaxe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Carpenter's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flail	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cartographer's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Glaive	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cobbler's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Greataxe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cook's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Greatsword	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Glassblower's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halberd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Jeweler's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lance	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Leatherworker's
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Longsword	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mason's
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Painter's

NOTES:

☐ ☐ ☐ Alchemist's
☐ ☐ ☐ Brewer's
☐ ☐ ☐ Calligrapher's
☐ ☐ ☐ Carpenter's
☐ ☐ ☐ Cartographer's
☐ ☐ ☐ Cobbler's
☐ ☐ ☐ Cook's
☐ ☐ ☐ Glassblower's
☐ ☐ ☐ Jeweler's
☐ ☐ ☐ Leatherworker's
☐ ☐ ☐ Mason's
☐ ☐ ☐ Painter's

- ☐ ☐ ☐ Disguise kit
- ☐ ☐ ☐ Forgery kit
- ☐ ☐ ☐ Herbalism kit
- ☐ ☐ ☐ Navigator's tools
- ☐ ☐ ☐ Poisoner's kit
- ☐ ☐ ☐ Thieves' tools
- ☐ ☐ ☐ Vehicles (land)
- ☐ ☐ ☐ Vehicles (water)

☐ ☐ ☐ Dice set
☐ ☐ ☐ Dragonchess set
☐ ☐ ☐ Playing card set
☐ ☐ ☐ 3-Dragon Ante

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Bagpipes
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Drum
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dulcimer
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Flute
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Lute
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Lyre
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Horn
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Pan flute
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Shawm
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Viol

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

[illegible]

 Level Acquired |  Source
 Saving Throw Proficiency

NOTES:

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

+

☐ WIS MODIFIER

+

☐ 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 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

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: