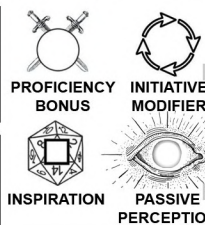


### Player Character Record

**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"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## Traits - Feats - Features

**CHARACTER NAME**

<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 (-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



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

## HIT DICE

TOTAL:	
USED:	

Ideals:
---------

<b>Bonds:</b>	
---------------	--

**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>			
						
						
						
						
						
						
						
						
						
						
						
						
						

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

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

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

 quantity

ITEM

Value WT  
on Lbs.

# Character Description

CHARACTER NAME

## Background

## Proficiencies

## Equipment

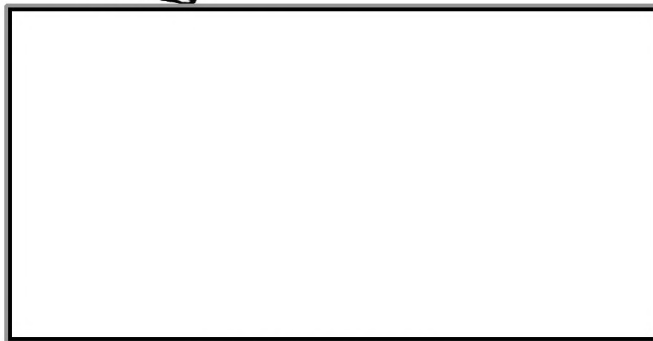
## Bkgnd Lang's Personality

## 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

<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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<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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<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

<b>28</b>	<b>Item:</b> _____
	# Quantity _____ GP Value of one _____ Weight in lbs. _____ <input type="checkbox"/> Equipped or Worn? <input type="checkbox"/> Carried? <input checked="" type="checkbox"/> Magic Item? <input type="checkbox"/> Attuned to it?      

**29 Item:** \_\_\_\_\_

**#** Quantity \_\_\_\_\_ **GP** Value of one \_\_\_\_\_ **Weight** in lbs. \_\_\_\_\_

☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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: