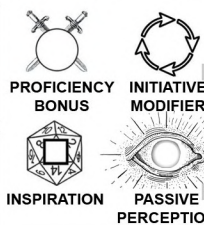


Player Character Record

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

Race		Classes			
Alignment	Size	Speed	XP	Level	
Background		Languages			

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



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

Proficiencies

INVENTORY



































































 Equipped
  Carried
  Magical
  Attuned ____ of 3

						
		Armor				
						
		Shield				
			<i>Ammunition</i>			
						
						
						
						
						
						
						
						
						
						
						
						
						

quantity

ITEM

Value on	WT Lbs.
-------------	------------

						
						
						
						
						
						
						
						
						
						
						
						
						
						
						
						
		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

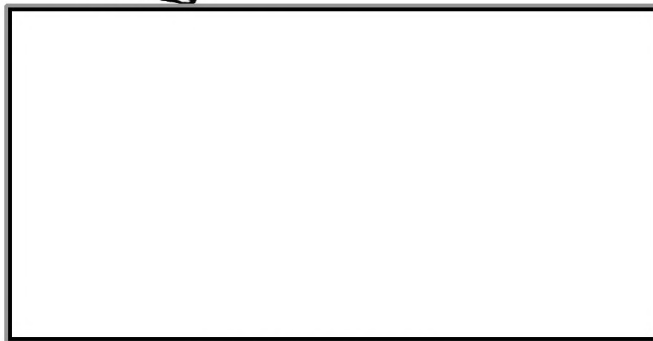
**Bkgnd Lang's
Personality**

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

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

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: _____ _____ _____ _____ _____
<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: