

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

TYPE OF BEING

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

Save

Check

DEXTERITY

Save

Check

CONSTITUTION

Save

Check

INTELLIGENCE

Save

Check

WISDOM

Save

Check

CHARISMA

Save

Check

INSPIRATION

PERSONALITY TRAITS

IDEALS

From...

↓ ↓ ↓

...I want...

To...

↑ ↑ ↑

...I don't give...

...because...

FRAUGHT RELATIONSHIPS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PROFICIENCY BONUS

TOOL, WEAPON & ARMOR PROFICIENCIES
& LANGUAGES

FEATURES & TRAITS

DEFENSE
ROLL

ALTERNATE
DEFENSE

LIGHT

Bright
Dim

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

FEATURES & TRAITS



Height

Body weight (lb|stone)

Basic Speed

Current Speed

6 ← Number indicates minimum STR for slot

○

□

 Two different: Enc

⬠

⬡

 Three: Heavily Enc

☐ Padded

☐ Studded leather

☐ Leather

☐ Hide

☐ Chain shirt

☐ Breast plate

☐ Half Plate

☐ Ring mail

☐ Scale mail

☐ Chain mail

☐ Splint

☐ Plate

250 Tiny things

6

or 9 or 18

9

or 12

13

or 16

15

or 18

6

Small things

Clothing, flasks, mess kits, tinderboxes, lanterns

3

or 12

Medium things

3

or 12

Medium things

Books, weapons, shields,
bow with full quiver

6

Medium things

3

250 Tiny things

3

Mom's Old Gear

Explorer's pack

☐ bedroll (big), ☐ mess kit

☐ adventure basics

Dungeoneer's pack

☐ toolset

☐ adventure basics

Burglar's pack

☐ bag of ball bearings

☐ string, ☐ bell

☐

☐

☐

☐

 candles (tiny)☐ toolset☐ h. lantern ☐ oil

☐

☐

☐

☐

☐ rope (big), ☐ tinderbox☐ waterskin (big)

Adventure basics

☐

☐

☐

☐

 torches

☐

☐

☐

☐

 rations☐ rope (big)☐ tinderbox☐ waterskin (big)

Toolset

☐ crowbar (medium)☐ hammer (medium)

☐

☐

☐

☐

 pitons (tiny)

7

250 Tiny things

Coins, gems,
candles, pitons

9

Medium things

9

Medium things

15

To get big slots, for things like ropes,
bedrolls, waterskins, and tents:

medium

medium

small

big

The four big weapons are
pike, maul, greatclub, and heavy crossbow.

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

TYPE OF BEING

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

Save

Check

DEXTERITY

Save

Check

CONSTITUTION

Save

Check

INTELLIGENCE

Save

Check

WISDOM

Save

Check

CHARISMA

Save

Check

INSPIRATION

PERSONALITY TRAITS

IDEALS

From...

↓ ↓ ↓

...I want...

To...

↑ ↑ ↑

...I don't give...

...because...

FRAUGHT RELATIONSHIPS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PROFICIENCY BONUS

TOOL, WEAPON & ARMOR PROFICIENCIES
& LANGUAGES

DEFENSE
ROLL

ALTERNATE
DEFENSE

LIGHT

Bright

Dim

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

1

1

2

3

2

3

4

3

5

6

4

7

8

9

5

9

10

18

6

11

19

7

13

20

8

15

9

17

FEATURES & TRAITS



Height

Body weight (lb|stone)

Basic Speed

Current Speed

6 ← Number indicates minimum STR for slot

○

□

 Two different: Enc

⬠

⬡

 Three: Heavily Enc

☐ Padded

☐ Studded leather

☐ Leather

☐ Hide

☐ Chain shirt

☐ Breast plate

☐ Half Plate

☐ Ring mail

☐ Scale mail

☐ Chain mail

☐ Splint

☐ Plate

250 Tiny things

6

or 9 or 18

9

or 12

13

or 16

15

or 18

6

Small things

Clothing, flasks, mess kits, tinderboxes, lanterns

3

or 12

Medium things

3

or 12

Medium things

Books, weapons, shields,
bow with full quiver

6

Medium things

3

250 Tiny things

3

Mom's Old Gear

Explorer's pack

☐ bedroll (big), ☐ mess kit

☐ adventure basics

Dungeoneer's pack

☐ toolset

☐ adventure basics

Burglar's pack

☐ bag of ball bearings

☐ string, ☐ bell

☐

☐

☐

☐

 candles (tiny)☐ toolset☐ h. lantern ☐ oil

☐

☐

☐

☐

☐ rope (big), ☐ tinderbox☐ waterskin (big)

Adventure basics

☐

☐

☐

☐

 torches

☐

☐

☐

☐

 rations☐ rope (big)☐ tinderbox☐ waterskin (big)

Toolset

☐ crowbar (medium)☐ hammer (medium)

☐

☐

☐

☐

 pitons (tiny)

7

250 Tiny things

Coins, gems,
candles, pitons

9

Medium things

9

Medium things

15

To get big slots, for things like ropes,
bedrolls, waterskins, and tents:medium
mediumsmall
bigThe four big weapons are
pike, maul, greatclub, and heavy crossbow.

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

TYPE OF BEING

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

Save

Check

DEXTERITY

Save

Check

CONSTITUTION

Save

Check

INTELLIGENCE

Save

Check

WISDOM

Save

Check

CHARISMA

Save

Check

INSPIRATION

PERSONALITY TRAITS

IDEALS

From...

↓ ↓ ↓

...I want...

To...

↑ ↑ ↑

...I don't give...

...because...

FRAUGHT RELATIONSHIPS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PROFICIENCY BONUS

TOOL, WEAPON & ARMOR PROFICIENCIES
& LANGUAGES

DEFENSE
ROLL

ALTERNATE
DEFENSE

LIGHT

Bright

Dim

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

1

2

2

3

5

2

5

5

7

3

9

9

11

4

13

15

17

5

17

19

FEATURES & TRAITS

FEATURES & TRAITS



Height

Body weight (lb|stone)

Basic Speed

Current Speed

6 ← Number indicates minimum STR for slot

○

□

 Two different: Enc

⬠

⬡

 Three: Heavily Enc

☐ Padded

☐ Studded leather

☐ Leather

☐ Hide

☐ Chain shirt

☐ Breast plate

☐ Half Plate

☐ Ring mail

☐ Scale mail

☐ Chain mail

☐ Splint

☐ Plate

250 Tiny things

6

or 9 or 18

9

or 12

13

or 16

15

or 18

6

Small things

Clothing, flasks, mess kits, tinderboxes, lanterns

3

or 12

Medium things

3

or 12

Medium things

Books, weapons, shields,
bow with full quiver

6

Medium things

3

250 Tiny things

3

Mom's Old Gear

Explorer's pack

☐ bedroll (big), ☐ mess kit

☐ adventure basics

Dungeoneer's pack

☐ toolset

☐ adventure basics

Burglar's pack

☐ bag of ball bearings

☐ string, ☐ bell

☐

☐

☐

☐

 candles (tiny)☐ toolset☐ h. lantern ☐ oil

☐

☐

☐

☐

☐ rope (big), ☐ tinderbox☐ waterskin (big)

Adventure basics

☐

☐

☐

☐

 torches

☐

☐

☐

☐

 rations☐ rope (big)☐ tinderbox☐ waterskin (big)

Toolset

☐ crowbar (medium)☐ hammer (medium)

☐

☐

☐

☐

 pitons (tiny)

7

250 Tiny things

Coins, gems,
candles, pitons

9

Medium things

9

Medium things

15

To get big slots, for things like ropes,
bedrolls, waterskins, and tents:medium
mediumsmall
bigThe four big weapons are
pike, maul, greatclub, and heavy crossbow.

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

TYPE OF BEING

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

Save

Check

DEXTERITY

Save

Check

CONSTITUTION

Save

Check

INTELLIGENCE

Save

Check

WISDOM

Save

Check

CHARISMA

Save

Check

INSPIRATION

PERSONALITY TRAITS

IDEALS

From...

↓ ↓ ↓

...I want...

To...

↑ ↑ ↑

...I don't give...

...because...

FRAUGHT RELATIONSHIPS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PROFICIENCY BONUS

TOOL, WEAPON & ARMOR PROFICIENCIES
& LANGUAGES

1

3

3

4

7

2

7

7

10

3

13

13

16

4

19

DEFENSE
ROLL

ALTERNATE
DEFENSE

LIGHT

Bright

Dim

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

FEATURES & TRAITS

FEATURES & TRAITS



Height

Body weight (lb|stone)

Basic Speed

Current Speed

6 ← Number indicates minimum STR for slot

○

□

 Two different: Enc

⬠

⬡

 Three: Heavily Enc

☐ Padded

☐ Studded leather

☐ Leather

☐ Hide

☐ Chain shirt

☐ Breast plate

☐ Half Plate

☐ Ring mail

☐ Scale mail

☐ Chain mail

☐ Splint

☐ Plate

250 Tiny things

6

or 9 or 18

9

or 12

13

or 16

15

or 18

6

Small things

Clothing, flasks, mess kits, tinderboxes, lanterns

3

or 12

Medium things

3

or 12

Medium things

Books, weapons, shields,
bow with full quiver

6

Medium things

3

250 Tiny things

3

Mom's Old Gear

Explorer's pack

☐ bedroll (big), ☐ mess kit

☐ adventure basics

Dungeoneer's pack

☐ toolset

☐ adventure basics

Burglar's pack

☐ bag of ball bearings

☐ string, ☐ bell

☐

☐

☐

☐

 candles (tiny)☐ toolset☐ h. lantern ☐ oil

☐

☐

☐

☐

☐ rope (big), ☐ tinderbox☐ waterskin (big)

Adventure basics

☐

☐

☐

☐

 torches

☐

☐

☐

☐

 rations☐ rope (big)☐ tinderbox☐ waterskin (big)

Toolset

☐ crowbar (medium)☐ hammer (medium)

☐

☐

☐

☐

 pitons (tiny)

7

250 Tiny things

Coins, gems,
candles, pitons

9

Medium things

9

Medium things

15

To get big slots, for things like ropes,
bedrolls, waterskins, and tents:

medium

medium

small

big

The four big weapons are
pike, maul, greatclub, and heavy crossbow.