

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

SUCCESSES

FAILURES

DEATH SAVED

FEATURES & TRAITS



Height		Body weight (lb stone)		Speed	STR – armor		STR×2 – armor	
Enc (-10 speed)		Eg. STR 12 with ring mail: 4 and 16						

☐ Unarmored☐ Padded ☐ Studded
☐ Leather ☐ Hide☐ Chain shirt
☐ Breast plate☐ Half Plate
☐ Ring mail☐ Scale mail
☐ Chain mail☐ Splint
☐ Plate**2****4****8****10****12****Guide****Tiny things**

Chestnut size.
Such as coins, gems, candles, pitons, spikes, incense, vials...

Small things

Grapefruit size.
Such as folded clothing, flasks, mess kits, tinderboxes, lanterns, torches...

Medium things

Watermelon size.
Such as books, weapons, shields, bow with full quiver...

Encumbrance

You can use circles numbered up to your strength score, or twice your strength score if you take a ten foot speed penalty.

Armor squares count separately, and the easiest thing to do is to subtract them from your strength score.

So if you have strength 12 and wear ring mail, which costs 8, you could use circles up to 4, or 16 if enc.

Medium things

2

250 Tiny things

3

Medium things

12

Medium things

14

Medium things

16

Small things

9

Medium things

28

Medium things

34

Medium things

40

Medium things

46

Medium things

52

250 Tiny things

10

Medium things

18

Medium things

20

Medium things

22

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

medium	medium	small	big
medium	medium	small	big

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

Extra sacks:

28 34 40 46 52

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	1	2	3
2	3	3	4	
3	5	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)		Speed	STR – armor		STR×2 – armor	
<div></div>		<div></div>		<div></div>	<div></div>		<div></div>	

Enc (-10 speed)

Eg. STR 12 with ring mail: 4 and 16

☐ Unarmored

☐ Padded ☐ Studded
☐ Leather ☐ Hide

☐ Chain shirt
☐ Breast plate

☐ Half Plate
☐ Ring mail

☐ Scale mail
☐ Chain mail

☐ Splint
☐ Plate

2

4

8

10

12

Guide

Tiny things

Chestnut size.
Such as coins, gems, candles, pitons, spikes, incense, vials...

Small things

Grapefruit size.
Such as folded clothing, flasks, mess kits, tinderboxes, lanterns, torches...

Medium things

Watermelon size.
Such as books, weapons, shields, bow with full quiver...

Encumbrance

You can use circles numbered up to your strength score, or twice your strength score if you take a ten foot speed penalty.

Armor squares count separately, and the easiest thing to do is to subtract them from your strength score.

So if you have strength 12 and wear ring mail, which costs 8, you could use circles up to 4, or 16 if enc.

Medium things

2

250 Tiny things

3

Medium things

12

Medium things

14

Medium things

16

Small things

9

Medium things

28

Medium things

34

Medium things

40

Medium things

46

Medium things

52

250 Tiny things

10

Medium things

18

Medium things

20

Medium things

22

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

medium small
medium big

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

Extra sacks:

28 34 40 46 52

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

SUCCESSSES

FAILURES

DEATH SAVES

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)		Speed	STR – armor		STR×2 – armor	
<div></div>		<div></div>		<div></div>	<div></div>		<div></div>	

Enc (-10 speed)

Eg. STR 12 with
ring mail:
4 and 16

☐ Unarmored

☐ Padded ☐ Studded
☐ Leather ☐ Hide

☐ Chain shirt
☐ Breast plate

☐ Half Plate
☐ Ring mail

☐ Scale mail
☐ Chain mail

☐ Splint
☐ Plate

2

4

8

10

12

Guide

Tiny things

Chestnut size.
Such as coins, gems,
candles, pitons, spikes,
incense, vials...

Small things

Grapefruit size.
Such as folded clothing,
flasks, mess kits,
tinderboxes, lanterns,
torches...

Medium things

Watermelon size.
Such as books, weapons,
shields, bow with full
quiver...

Encumbrance

You can use circles
numbered up to your
strength score, or
twice your strength
score if you take a
ten foot speed penalty.

Armor squares count
separately, and the
easiest thing to do is
to subtract them from
your strength score.

So if you have strength
12 and wear ring mail,
which costs 8, you
could use circles up
to 4, or 16 if enc.

Medium things

2

250 Tiny things

3

Medium things

12

Medium things

14

Medium things

16

Small things

9

Medium things

28

Medium things

34

Medium things

40

Medium things

46

Medium things

52

250 Tiny things

10

Medium things

18

Medium things

20

Medium things

22

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

medium small
medium big

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

Extra sacks:

28 34 40 46 52

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 SAVES

FEATURES & TRAITS

FEATURES & TRAITS



Height		Body weight (lb stone)		Speed	STR – armor		STR×2 – armor	
<div></div>		<div></div>		<div></div>	<div></div>		<div></div>	

Enc (-10 speed)

Eg. STR 12 with
ring mail:
4 and 16

☐ Unarmored

☐ Padded ☐ Studded
☐ Leather ☐ Hide

☐ Chain shirt
☐ Breast plate

☐ Half Plate
☐ Ring mail

☐ Scale mail
☐ Chain mail

☐ Splint
☐ Plate

2

4

8

10

12

Guide

Tiny things

Chestnut size.
Such as coins, gems,
candles, pitons, spikes,
incense, vials...

Small things

Grapefruit size.
Such as folded clothing,
flasks, mess kits,
tinderboxes, lanterns,
torches...

Medium things

Watermelon size.
Such as books, weapons,
shields, bow with full
quiver...

Encumbrance

You can use circles
numbered up to your
strength score, or
twice your strength
score if you take a
ten foot speed penalty.

Armor squares count
separately, and the
easiest thing to do is
to subtract them from
your strength score.

So if you have strength
12 and wear ring mail,
which costs 8, you
could use circles up
to 4, or 16 if enc.

Medium things

2

250 Tiny things

3

Medium things

12

Medium things

14

Medium things

16

Small things

9

Medium things

28

Medium things

34

Medium things

40

Medium things

46

Medium things

52

250 Tiny things

10

Medium things

18

Medium things

20

Medium things

22

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

medium small
medium big

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

Extra sacks:

28 34 40 46 52