

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)

$\frac{1}{3}$ STR

$\frac{2}{3}$ STR

STR

-10' speed

-20' speed+disad SDC

- ☐ Padded
 ☐ Studded leather
 ☐ Leather
 ☐ Hide

- ☐ Chain shirt
 ☐ Breast plate

- ☐ Half Plate
 ☐ Ring mail

- ☐ Scale mail
 ☐ Chain mail

- ☐ Splint
 ☐ Plate

Check ☒ your encumbrance budget above, and mark that many ○. That's where you can list your gear.

Basic Speed

Current Speed

Clothing, flasks, mess kits, tinderboxes, lanterns

Small things

Medium things

Medium things

Medium things

Medium things

Medium things

Tiny things

- ☐ Small pouch → 50 tiny things
 ☐ Medium pouch → 250 tiny things
 ☒ Sack → 1500 tiny things

Tiny things

- ☐ Small
 ☐ Medium pouch
 ☒ Sack

Mom's Old Gear

Explorer's pack ☐

- ☐ bedroll (big), ☐ mess kit
 ☐ adventure basics*

Dungeoneer's pack ☐

- ☐ smashing tools*
 ☐ adventure basics*

Burglar's pack ☐

- ☐ bag of ball bearings
 ☐ string, ☐ bell
 ☐ candles (tiny)
 ☐ smashing tools*
 ☐ h. lantern ☐ oil
 ☐ rations
 ☐ rope (big), ☐ tinderbox
 ☐ waterskin (big)

Adventure basics*

- ☐ torches
 ☐ rations

- ☐ rope (big)
 ☐ tinderbox
 ☐ waterskin (big)

Smashing tools*

- ☐ crowbar (medium)
 ☐ hammer (medium)
 ☐ pitons (tiny)

Would you...

- Put it in a pocket? Tiny, like a finger
 • Put it in a bag? Small, like a hand
 • Wear it or hold it? Medium, like a weapon
 • Strap it to your back? Big, like a tent

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

medium ☐ small ☐

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

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ALTERNATE
DEFENSE

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Bright

Dim

Hit Point Maximum

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TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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)
 $\frac{1}{3}$ STR
 $\frac{2}{3}$ STR
STR

-10' speed
-20' speed+disad SDC

- ☐ Padded
 ☐ Studded leather
 ☐ Leather
 ☐ Hide

- ☐ Chain shirt
 ☐ Half Plate
 ☐ Scale mail
 ☐ Splint
 ☐ Breast plate
 ☐ Ring mail
 ☐ Chain mail
 ☐ Plate

Check ☒ your encumbrance budget above, and mark that many ○. That's where you can list your gear.

Basic Speed

Current Speed

Clothing, flasks, mess kits, tinderboxes, lanterns

Small things

Medium things

Medium things

Medium things

Medium things

Medium things

Medium things

Medium things

Medium things

Tiny things

- ☐ Small pouch → 50 tiny things
- ☐ Medium pouch → 250 tiny things
- Sack → 1500 tiny things

Tiny things

- ☐ Small ☐ Medium pouch ○ Sack

Mom's Old Gear

Explorer's pack ☐

☐ bedroll (big), ☐ mess kit

☐ adventure basics*

Dungeoneer's pack ☐

☐ smashing tools*

☐ adventure basics*

Burglar's pack ☐

☐ bag of ball bearings

☐ string, ☐ bell

☐ candles (tiny)

☐ smashing tools*

☐ h. lantern ☐ oil

☐ rations

☐ rope (big), ☐ tinderbox

☐ waterskin (big)

Adventure basics*

☐ torches

☐ rations

☐ rope (big)

☐ tinderbox

☐ waterskin (big)

Smashing tools*

☐ crowbar (medium)

☐ hammer (medium)

☐ pitons (tiny)

- Would you...
- Put it in a pocket? Tiny, like a finger
 - Put it in a bag? Small, like a hand
 - Wear it or hold it? Medium, like a weapon
 - Strap it to your back? Big, like a tent

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.

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1

2

2

3

5

2

5

5

7

3

9

9

11

4

13

15

17

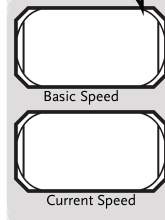
5

17

19

FEATURES & TRAITS

FEATURES & TRAITS




Current Speed

Tiny things


Coins, gems,
candles, pitons

☐ **Small pouch** → 50 tiny things



☐ **Medium pouch** → 250 tiny things

 **Sack** → 1500 tiny things

Tiny things

- ☐ **Small pouch** → 50 tiny things
- ☐ **Medium pouch** → 250 tiny things
-  **Sack** → 1500 tiny things

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

medium		small	
medium		big	

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

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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

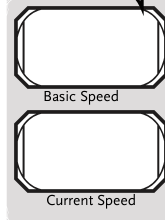
SUCCESSES

FAILURES

DEATH SAVED

FEATURES & TRAITS

FEATURES & TRAITS




Current Speed

Tiny things

Coins, gems, candles, pitons

☐ **Small pouch** → 50 tiny things

☐ **Medium pouch** → 250 tiny things

 **Sack** → 1500 tiny things

Tiny things

x

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