

Racial Traits

Class Features

Background Feature

PERSONALITY TRAITS

Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1	<input type="checkbox"/> Disadvantage on Ability Checks
2	<input type="checkbox"/> Speed halved
3	<input type="checkbox"/> Disadvantage on Attack Rolls and Saving Throws
4	<input type="checkbox"/> Hit Point maximum halved
5	<input type="checkbox"/> Speed reduced to 0
6	<input type="checkbox"/> Death

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.

Conditions

- Blinded**
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.
- Charmed**
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.
- Deafened**
Fail checks involving hearing.
- Frightened**
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.
- Grappled**
Speed drops to 0, regardless of any bonus.
- Incapacitated**
Can't take actions or reactions.
- Invisible**
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.
- Paralyzed**
Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

- Petrified**
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.
- Poisoned**
Disadvantage on attack rolls and ability checks.
- Prone**
Crawl (at $\frac{1}{2}$ speed) or stand up (costs $\frac{1}{2}$ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.
- Restrained**
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.
- Stunned**
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.
- Unconscious**
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Magic Items

MAGIC ITEM: _____

Character History

Allies & Organizations



Character Portrait

Appearance

Enemies



Organization Symbol



Name: _____ Player: _____
Classes and Levels: _____
Faction: _____ DCI: _____ Sheet Number: _____

DATE	ADVENTURE NAME	SESSION	DMs NAME & DCI
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Adventure Notes / Downtime Activity

DATE	ADVENTURE NAME	SESSION	DMs NAME & DCI
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Adventure Notes / Downtime Activity

	XP	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
Start					
Gain					
Total					

	XP	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
Start					
Gain					
Total					

	XP	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
Start					
Gain					
Total					

	XP	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS
Start					
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Total					

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