

Racial Traits

PERSONALITY TRAITS

IDEAL

BOND

FLAW

FEAT:

FEAT:

FEAT:

FEAT:

FEAT:

Class Features

ADVENTURING GEAR

ADVENTURING GEAR

#

ENCUMBERED STR × - HEAVILY ENCUMBERED STR × - PUSH/DRAZ/LIFT STR × SPEED = SUBTOTAL

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TOTAL WEIGHT GEAR & COINS

PLATINUM = 10 GP

GOLD = 10 SP

ELECTRUM = 5 SP

SILVER = 10 CP

COPPER

LIFESTYLE:

DAILY PRICE:

Background Feature

GEMS AND OTHER VALUABLES:

LIGHT MEDIUM HEAVY SHIELDS OTHER:
 SIMPLE MARTIAL OTHER:

Languages

Tools & Others

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



CHARACTER: _____