

Name: _____ Player: _____
Class: _____ Experience: _____ Next level: _____
Background: _____ Race: _____ Size: _____ Height: _____ Weight: _____
Gender: _____ Hair: _____ Eyes: _____ Skin: _____
Age: _____ Alignment: _____ Faith: _____

Skills

| PROF. | EXP. |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |

Ability Save DC

Senses

Passive Perception

Proficiency Bonus

INSPIRATION

Limited Features

| FEATURE | MAX. USAGES | RECOVERY | USED |
|---------|-------------|----------|------|
|---------|-------------|----------|------|

Saving Throw Advantages / Disadvantages

Defense



| | | |
|--|--------------------------|--|
| <input type="checkbox"/> ARMOR BONUS | <input type="checkbox"/> | AC DURING REST |
| <input type="checkbox"/> + SHIELD BONUS | <input type="checkbox"/> | |
| <input type="checkbox"/> + DEXTERITY MOD | <input type="checkbox"/> | RESISTANCE |
| <input type="checkbox"/> + MAGIC | <input type="checkbox"/> | <input type="checkbox"/> MEDIUM ARMOR (MAX = 3) <input type="checkbox"/> STEALTH DISADV. |
| <input type="checkbox"/> + MISC MOD 1 | <input type="checkbox"/> | <input type="checkbox"/> HEAVY ARMOR (MOD = 0) |
| <input type="checkbox"/> + MISC MOD 2 | <input type="checkbox"/> | HALF DAMAGE |

Initiative + SPEED ENUMBERED SPEED

Health

| | |
|--|------------------------------------|
| <input type="checkbox"/> TEMPORARY HP | WOUNDS |
| <input type="checkbox"/> X <input type="checkbox"/> + <input type="checkbox"/> X <input type="checkbox"/> + <input type="checkbox"/> X <input type="checkbox"/> + <input type="checkbox"/> X | <input type="checkbox"/> DEX MISC. |
| <input type="checkbox"/> X <input type="checkbox"/> + <input type="checkbox"/> X <input type="checkbox"/> + <input type="checkbox"/> X <input type="checkbox"/> + <input type="checkbox"/> X | <input type="checkbox"/> SPEED |
| <input type="checkbox"/> X <input type="checkbox"/> + <input type="checkbox"/> X <input type="checkbox"/> + <input type="checkbox"/> X <input type="checkbox"/> + <input type="checkbox"/> X | <input type="checkbox"/> ENUMBERED |
| <input type="checkbox"/> LEVEL <input type="checkbox"/> DIE <input type="checkbox"/> CON <input type="checkbox"/> USED | DC10 DEATH SAVING THROWS |

Attacks

WEAPON / DESCRIPTION

| ATTACKS PER ACTION | <input type="checkbox"/> <input type="checkbox"/> | | |
|--------------------|---|--------|-------------|
| RANGE | To Hit | DAMAGE | DAMAGE TYPE |

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

| | |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |

Bonus Actions

| |
|--------------------------|
| <input type="checkbox"/> |

Reactions

| |
|--|
| <input type="checkbox"/> USED THIS ROUND |
| <input type="checkbox"/> |

| TYPE | TOTAL |
|------------|-------|
| AMMUNITION | |

| TYPE | TOTAL |
|------------|-------|
| AMMUNITION | |

Racial Traits

PERSONALITY TRAITS

IDEAL

BOND

FLAW

FEAT:

FEAT:

FEAT:

FEAT:

FEAT:

ADVENTURING GEAR

ADVENTURING GEAR

#

SUBTOTAL

SUBTOTAL

ENCUMBERED

| | |
|--------------------------|-------|
| <input type="checkbox"/> | STR × |
| - | |

| | |
|--------------------------|--------------------|
| <input type="checkbox"/> | HEAVILY ENCUMBERED |
| - | STR × |

| | | | | |
|--|--|---|--|--|
|  PLATINUM = 10 GP |  GOLD = 10 SP |  ELECTRUM = 5 SP |  SILVER = 10 CP |  COPPER |
| - | - | - | - | - |

| | |
|--|--------------|
|  LIFESTYLE: | DAILY PRICE: |
| - | - |

GEMS AND OTHER VALUABLES:

Class Features

FEAT:

FEAT:

FEAT:

FEAT:

FEAT:

Background Feature

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: _____