

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

Skills

Prof.	Exp.			
Aw Dis	BONUS	NAME (ABILITY)		
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Ability Save DC

Senses

Passive Perception

Limited Features

FEATURE

MAX. USAGES RECOVERY USED

Proficiency Bonus

INSPIRATION

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"/> +		
<input type="checkbox"/> DEXTERITY MOD	<input type="checkbox"/> MEDIUM ARMOR (MAX = 3) <input type="checkbox"/> HEAVY ARMOR (MOD = 0)	STEALTH DISADV.
<input type="checkbox"/> +		
<input type="checkbox"/> MAGIC	<input type="checkbox"/>	
<input type="checkbox"/> +		
<input type="checkbox"/> MISC MOD 1	<input type="checkbox"/>	
<input type="checkbox"/> +		
<input type="checkbox"/> MISC MOD 2	<input type="checkbox"/>	
		HALF DAMAGE

Attacks

WEAPON / DESCRIPTION

RANGE To Hit DAMAGE DAMAGE TYPE

Health

RECOVER HALF OF YOUR MAXIMUM Hit Dice AFTER A LONG REST.

<input type="checkbox"/> TEMPORARY HP	WOUNDS
<input type="checkbox"/>	
Hit Dice	LIVE DEATH SAVING THROWS
LEVEL	DC10
Die	I
Con	II
Used	III

Actions

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

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

Bonus Actions

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

Reactions

USED THIS ROUND

TYPE	TOTAL
AMMUNITION	

TYPE	TOTAL
AMMUNITION	

Racial Traits

PERSONALITY TRAITS

IDEAL

BOND

FLAW

FEAT:

FEAT:

FEAT:

FEAT:

FEAT:

Class Features

ADVENTURING GEAR

ADVENTURING GEAR

#

ENCUMBERED		HEAVILY ENCUMBERED		PUSH/DRAZ/LIFT		TOTAL WEIGHT	
<input type="checkbox"/>	LIGHT	<input type="checkbox"/>	MEDIUM	<input type="checkbox"/>	HEAVY	<input type="checkbox"/>	SHIELDS
<input type="checkbox"/>	SIMPLE	<input type="checkbox"/>	MARTIAL	<input type="checkbox"/>	OTHER:	<input type="checkbox"/>	OTHER:
STR ×	-	STR ×	-	STR ×	-	STR ×	-
PLATINUM = 10 GP	GOLD = 10 SP	ELECTRUM = 5 SP	SILVER = 10 CP	COPPER	LIFESTYLE:	GEAR & COINS	DAILY PRICE:

GEMS AND OTHER VALUABLES:

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

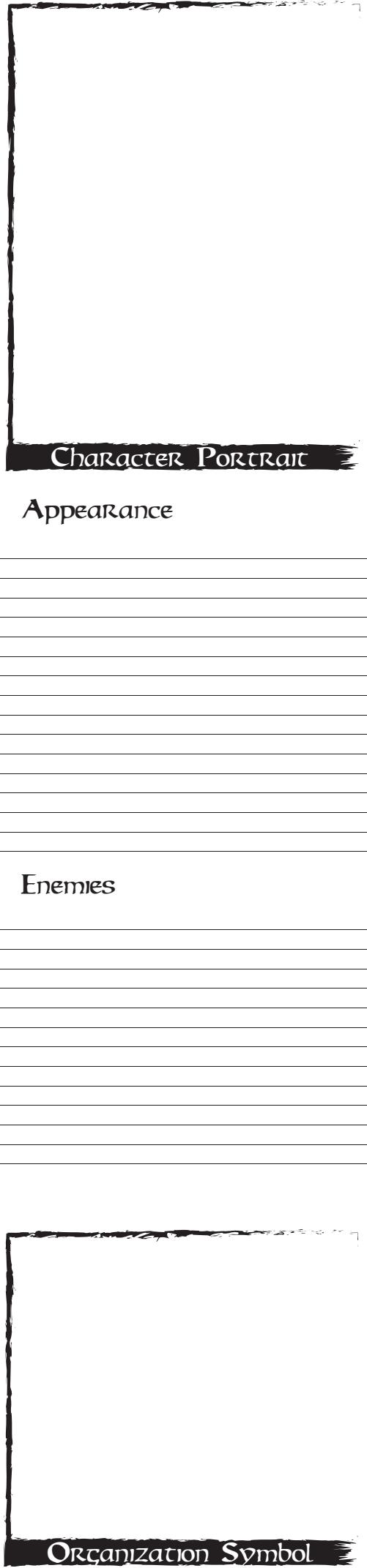
Allies & Organizations

Character Portrait

Appearance

Enemies

Organization Symbol



Name: _____ Gender: _____ Age: _____
Race: _____ Size: _____ Type: _____
Height: _____ Weight: _____ Alignment: _____

Skills

Defense



Senses

PASSIVE
PERCEPTION

Features

Attacks

RANGE

To H

D.

AGE

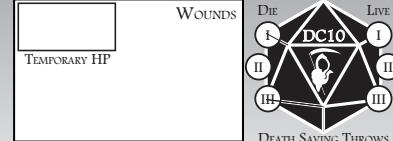
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DEX MISCE

Health

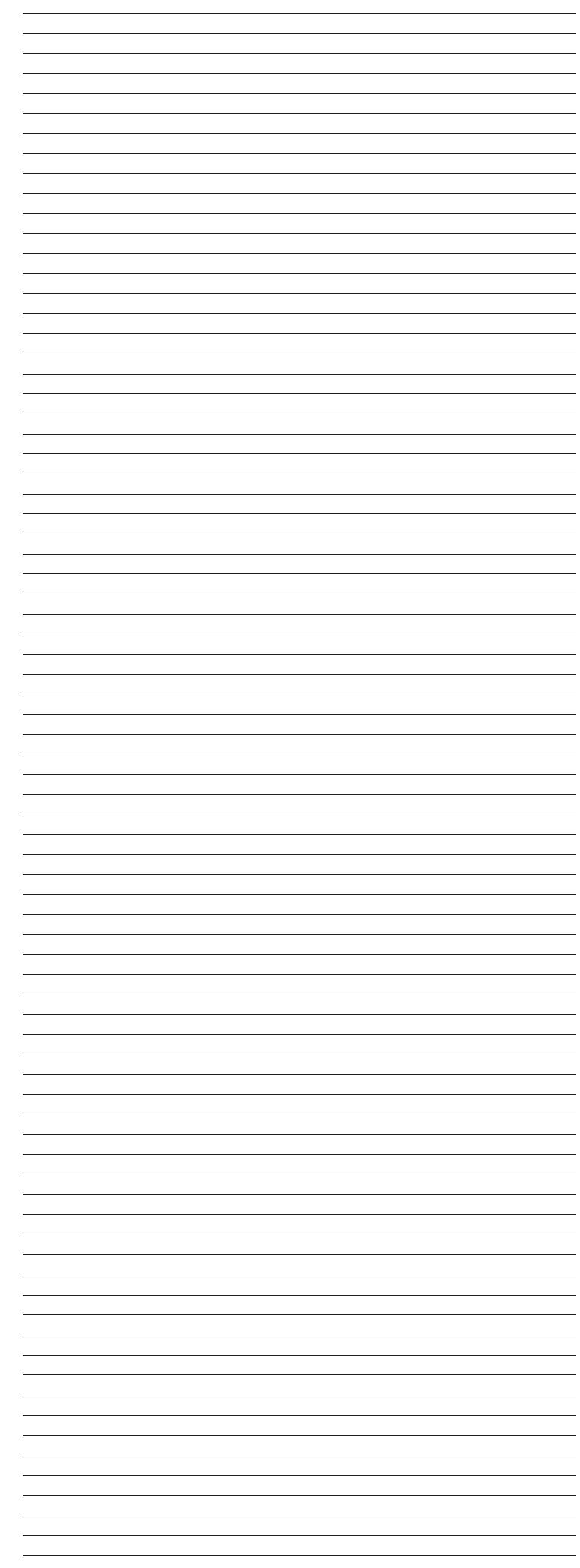
SPEED



HIT DICE x + USED

Traits

Proficiency Bonus



CHARACTER: _____