



## Racial Traits

# 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: \_\_\_\_\_ Gender: \_\_\_\_\_ Age: \_\_\_\_\_  
Race: \_\_\_\_\_ Size: \_\_\_\_\_ Type: \_\_\_\_\_  
Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Alignment: \_\_\_\_\_

## Skills

## Defense



## Senses

## PASSIVE PERCEPTION

## Features

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## Attacks

## RANGE

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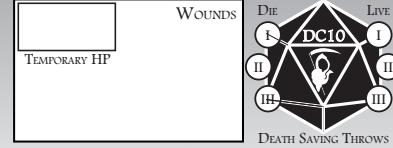
## DAMAG



DEX MISCE

## Health

SPEED



## Traits

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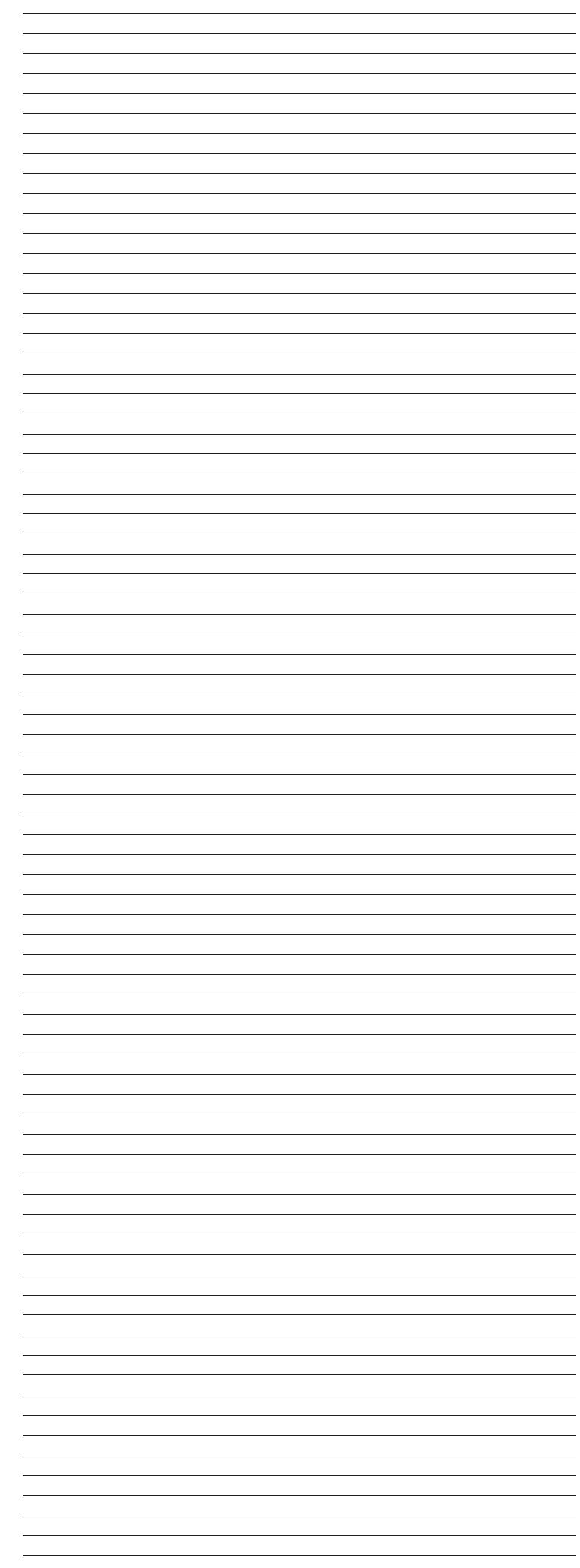
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## Proficiency Bonus



CHARACTER: \_\_\_\_\_