



## Racial Traits

### PERSONALITY TRAITS

IDEAL

BOND

FLAW

FEAT:

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## Class Features

### ADVENTURING GEAR

### ADVENTURING GEAR

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

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

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## Character Portrait

### Appearance

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## Organization Symbol



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