

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

Ability Save DC

Senses

Passive Perception

Proficiency Bonus

INSPIRATION

Limited Features

FEATURE

MAX. USAGES

RECOVERY

USED

Saving Throw Advantages / Disadvantages

Defense



Attacks

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

WEAPON / DESCRIPTION

The image displays four identical horizontal rows, each featuring a thick black border. Inside this border is a thin white rectangular frame. In the upper-left corner of each frame, there is a small black square.

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

Skills

Initiative

Health

RECOVER HALF OF YOUR MAXIMUM
HIT DICE AFTER A LONG REST.

Actions

Actions

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

Racial Traits

Class Features

Background Feature

LIGHT MEDIUM HEAVY SHIELDS OTHER:
 SIMPLE MARTIAL OTHER:

Languages

Tools & Others

PERSONALITY TRAITS

| | |
|--------------|--|
| <u>IDEAL</u> | |
| <u>BOND</u> | |
| <u>FLAW</u> | |
| FEAT: | |
| FEAT: | |
| FEAT: | |
| FEAT: | |

| ENCUMBERED | HEAVILY ENCUMBERED | PUSH/DRAZ/LIFT | TOTAL WEIGHT |
|---|--|--|---|
| STR × - | STR × - DISADV. STR, DEX, CON | STR × SPEED = | |
|  PLATINUM = 10 GP |  GOLD = 10 SP |  ELECTRUM = 5 SF |  SILVER = 10 CP |
|  COPPER | LIFESTYLE: GEAR & COINS | | DAILY PRICES: |

GEMS AND OTHER VALUABLES.

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

MAGIC ITEM

MAGIC ITEM:

FEAT:

FEAT:

FEAT:

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

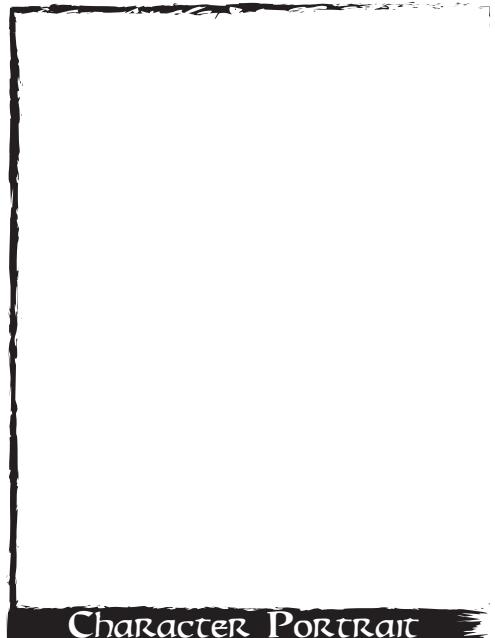
ACTIONS

BONUS ACTIONS

REACTIONS

Character History

Allies & Organizations



Character Portrait

Appearance

Enemies



Organization Symbol

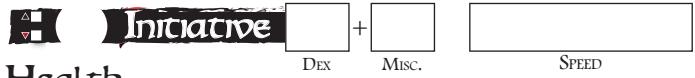
Name: _____ Gender: _____ Age: _____
Race: _____ Size: _____ Type: _____
Height: _____ Weight: _____ Alignment: _____

Skills

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

Attacks

ATTACK / DESCRIPTION RANGE TO HIT DAMAGE DAMAGE TYPE



Health

| | | | |
|--------------------------|--------|------|---------------------|
| <input type="checkbox"/> | WOUNDS | Die | I |
| TEMPORARY HP | | II | II |
| | | III | III |
| | | DC10 | DEATH SAVING THROWS |
| | | Die | LIVE |
| | | Con | USED |
| Hit Dice | | x | Die |

Defense



Senses

PASSIVE
PERCEPTION

Features

Proficiency Bonus

Traits

