

Racial Traits

Class Features

Background Feature

LIGHT MEDIUM HEAVY SHIELDS OTHER:
 SIMPLE MARTIAL OTHER:

Languages

Tools & Others

PERSONALITY TRAITS

IDEAL

BOND

FLAW

FEAT:

FEAT:

FEAT:

FEAT:

ADVENTURING GEAR

ADVENTURING GEAR

#

SUBTOTAL

SUBTOTAL

ENCUMBERED

	STR x ~
--	------------

 PLATINUM
= 10 GP

HEAVILY ENCUMBERED

	STR x ~
--	------------

 GOLD
= 10 SP

PUSH/DRAZ/LIFT

	STR x SPEED =
--	------------------

 SILVER
= 10 CP

TOTAL WEIGHT

	GEAR & COINS
--	--------------

GEMS AND OTHER VALUABLES:

DAILY PRICE:

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:

FEAT:

FEAT:

FEAT:

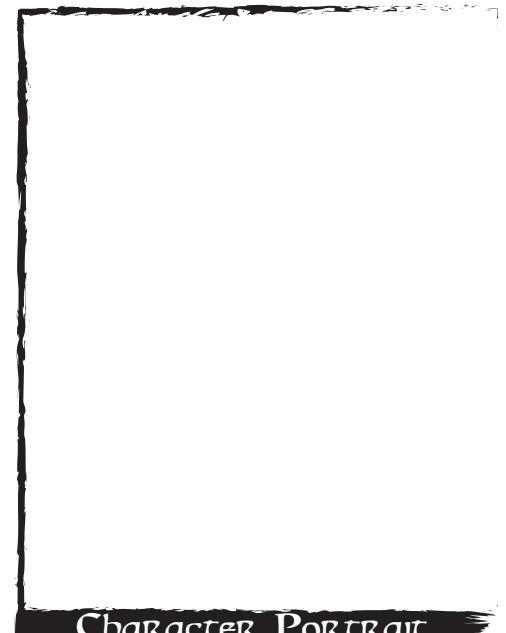
FEATURE	MAX USAGES	RECOVERY	USED

ACTIONS

BONUS ACTIONS

REACTIONS

Character History



Character Portrait

Appearance

Enemies

Allies & Organizations



Organization Symbol

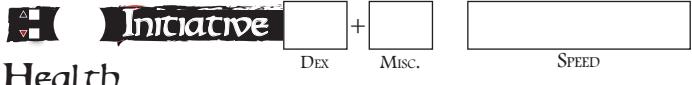
Name: _____ Gender: _____ Age: _____
Race: _____ Size: _____ Type: _____
Height: _____ Weight: _____ Alignment: _____

Skills

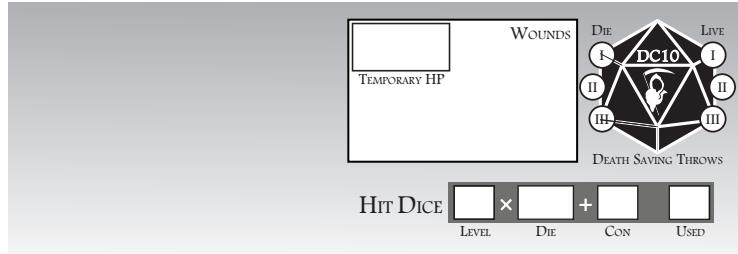
<input type="checkbox"/>	<input type="checkbox"/>

Attacks

ATTACK / DESCRIPTION RANGE TO HIT DAMAGE DAMAGE TYPE



Health



Defense



Senses

PASSIVE
PERCEPTION

Features

Proficiency Bonus

Traits

