

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

		AC DURING REST	
<input type="checkbox"/>	ARMOR BONUS		
<input checked="" type="checkbox"/>	SHIELD BONUS		
<input checked="" type="checkbox"/>	DEXTERITY MOD	<input type="checkbox"/> MEDIUM ARMOR (MAX = ) <input checked="" type="checkbox"/> HEAVY ARMOR (MOD = 0)	<input type="checkbox"/> STEALTH DISADV.
<input type="checkbox"/>	MAGIC		
<input checked="" type="checkbox"/>	MISC MOD 1		
<input checked="" 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
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## Skills

 Initiative

Health

A stylized logo featuring a red and black flame-like shape behind the text. The word "CURRENT" is written vertically next to a vertical bar.

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

## Actions

DEX + <input type="text"/>	MISC. + <input type="text"/>	<input type="text"/>	<input type="text"/>												
		SPEED <input type="text"/>	ENCUMBERED <input type="text"/>												
<div style="border: 1px solid black; width: 100%; height: 100%; margin-bottom: 10px;"></div> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p style="margin: 0;">TEMPORARY HP</p> <input style="width: 100%; height: 100%;" type="text"/> </div> <div style="width: 45%;"> <p style="margin: 0;">WOUNDS</p> <input style="width: 100%; height: 100%;" type="text"/> </div> </div>															
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IT CE	LEVEL <input type="text"/>	DIE <input type="text"/>	CON <input type="text"/>												
			USED <input type="text"/>												

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

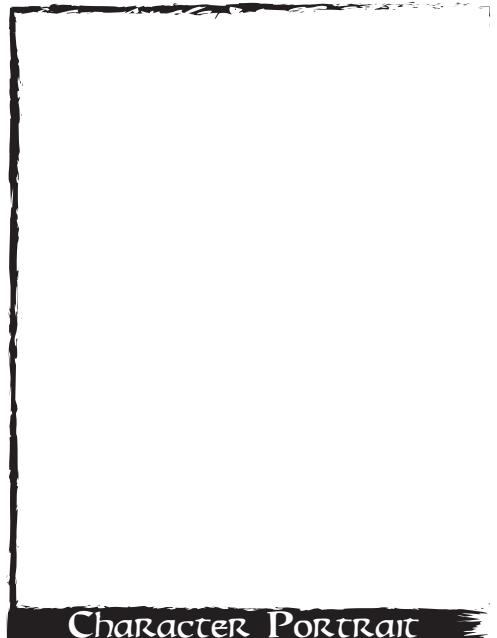
- Blinded**  
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.
  - Charmed**  
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.
  - Deafened**  
Fail checks involving hearing.
  - Frightened**  
Disadvantage to checks/attacks 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

## 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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## Proficiency Bonus

## Attacks

#### ATTACK / DESCRIPTION

RANGE

1016

## ATTACKS PER ACTION

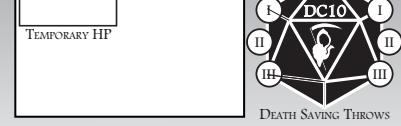
**DAMAGE**      **DAMAGE TYPE**

# H Initiative

## Health

### DEX                  MISCE

SPEED



HIT DICE  x  +    
LEVEL DIE CON USED

## Traits

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