





## 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

<input type="checkbox"/> <b>Blinded</b> Fail checks involving sight; attacks have disadvantage; enemy attacks have advantage.	<input type="checkbox"/> <b>Petrified</b> Become incapacitated; become paralyzed; gain resistance to all damage; stop aging; immune to poison or disease; weight increase by a factor of 10.
<input type="checkbox"/> <b>Charmed</b> Cannot harm the charmer; charmer has advantage on any social interaction.	<input type="checkbox"/> <b>Poisoned</b> Ability checks have disadvantage; attacks have disadvantage.
<input type="checkbox"/> <b>Deafened</b> Fail checks involving hearing.	<input type="checkbox"/> <b>Prone</b> Only move by crawling or stand up; attacks have disadvantage; enemy attacks have advantage if within 5 ft or have disadvantage otherwise.
<input type="checkbox"/> <b>Frightened</b> Check and attacks have disadvantage when source of fear is in sight; cannot willingly move closer to the source of fear.	<input type="checkbox"/> <b>Restrained</b> Speed drops to 0; attacks have disadvantage; enemy attacks have advantage; Dex saving throws have disadvantage.
<input type="checkbox"/> <b>Grappled</b> Speed drops to 0.	<input type="checkbox"/> <b>Stunned</b> Become incapacitated; fail Str and Dex saving throws; enemy attacks have advantage; cannot move; can only speak falteringly.
<input type="checkbox"/> <b>Incapacitated</b> Cannot take actions or reactions.	<input type="checkbox"/> <b>Unconscious</b> Become incapacitated; fall prone and drop what is holding; fail Str and Dex saving throws; enemy attacks have advantage; enemy attacks within 5 ft are critical hits.
<input type="checkbox"/> <b>Invisible</b> Cannot be seen (normally); attacks have advantage; enemy attacks have disadvantage.	
<input type="checkbox"/> <b>Paralyzed</b> Become incapacitated; fail Str and Dex saving throws; enemy attacks have advantage; enemy attacks within 5 ft are critical hits; cannot speak, move or take physical actions.	

## Magic Items

<input type="checkbox"/> MAGIC ITEM:	<input type="checkbox"/> ATTUNED
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## Character History

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## Character Portrait

### Appearance

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## Allies & Organizations

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## 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

## Defense



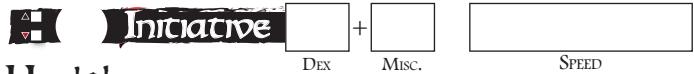
## Senses

PASSIVE  
PERCEPTION

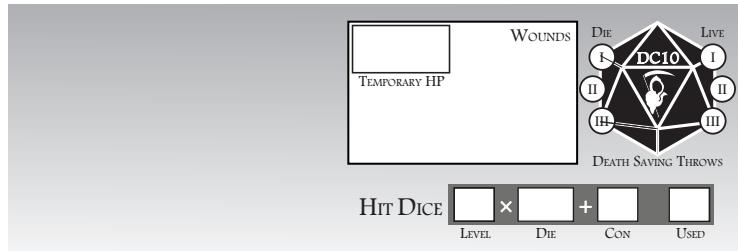
## Features

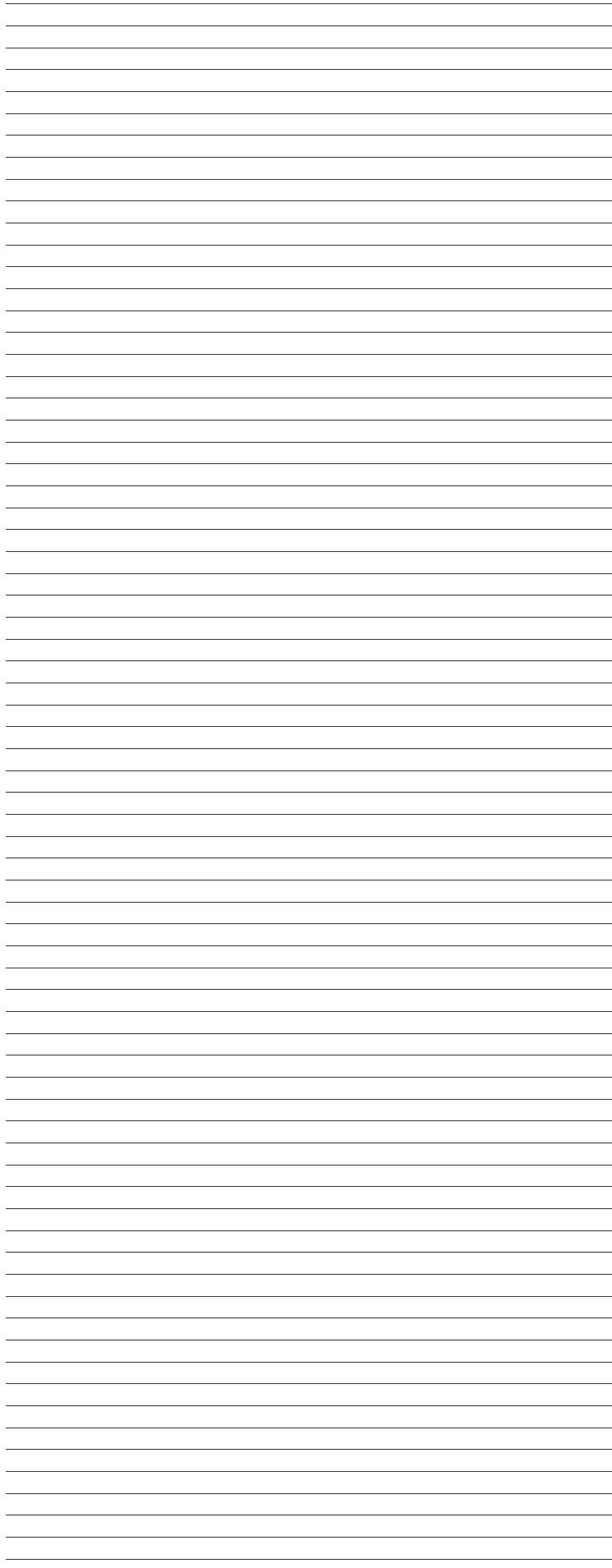
## Proficiency Bonus

## Traits



## Health





MAX USAGES

DURATION

LIMITATIONS

PROFICIENCY  
BONUS

Type:

Size:

HD:

CR:

Skills

 Passive Perception

Combat



Initiative

SPEED

WOUNDS

TEMPORARY HP

Traits &amp; Features

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ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

PROFICIENCY  
BONUS

Type:

Size:

HD:

CR:

Skills

 Passive Perception

Combat



Initiative

SPEED

WOUNDS

TEMPORARY HP

Traits &amp; Features

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ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

PROFICIENCY  
BONUS

Type:

Size:

HD:

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Skills

 Passive Perception

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Initiative

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Traits &amp; Features

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PROFICIENCY  
BONUS

Type:

Size:

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Skills

 Passive Perception

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Initiative

SPEED

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TEMPORARY HP

Traits &amp; Features

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ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE