

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

Magic Items

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Character History

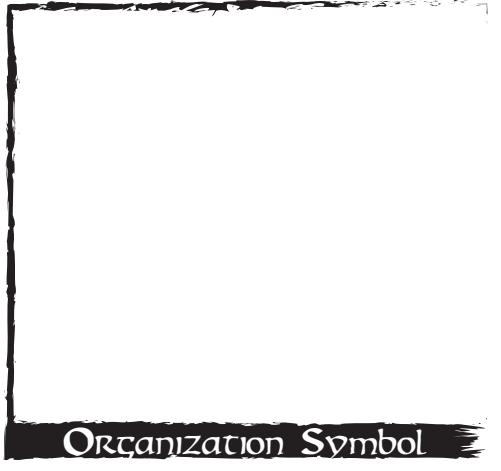
Allies & Organizations

Character Portrait

Appearance

Enemies

Organization Symbol



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

Skills

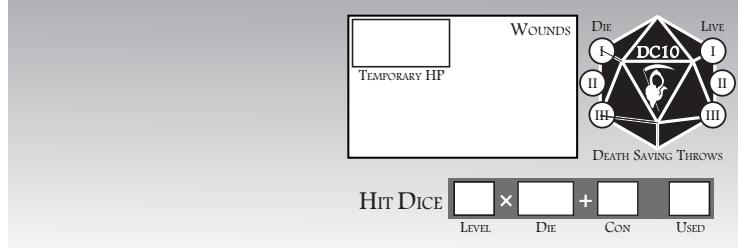
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Attacks

ATTACK / DESCRIPTION RANGE TO HIT DAMAGE DAMAGE TYPE



Health



Defense



Senses

PASSIVE
PERCEPTION

Features

Proficiency Bonus

Traits

