

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

Ability Save DC

$$= 8 + \frac{\text{PROFICIENCY BONUS}}{10} +$$



Senses



Proficiency Bonus



Limited Features

FEATURE	MAX. USAGES	RECOVERY	USED
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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
			□ <input checked="" type="checkbox"/> □ <input type="checkbox"/>

WEAPON / DESCRIPTION

TYPE TOTAL

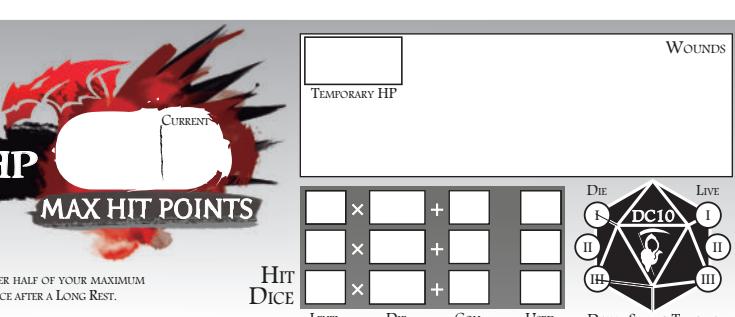
TYPE TOTAL

Skills

Adv Ds	BONUS	NAME (ABILITY)	PROF.	EXP.
<input checked="" type="checkbox"/>		Acrobatics (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Animal Handling (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Arcana (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Athletics (STR)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Deception (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		History (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Insight (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Intimidation (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Investigation (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Medicine (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Nature (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Perception (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Performance (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Persuasion (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Religion (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Sleight of Hand (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Stealth (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>		Survival (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>

 Initiative

Health



Actions

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

Racial Traits

Class Features

- Light Medium Heavy Shields
 Simple Martial Other:

Background Feature

Languages

Tools & Others

PERSONALITY TRAITS

<u>IDEAL</u>
<u>BOND</u>
<u>FLAW</u>

FEATURES

FEATZ

FEATURES

FEATURE

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

Cards and other materials

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

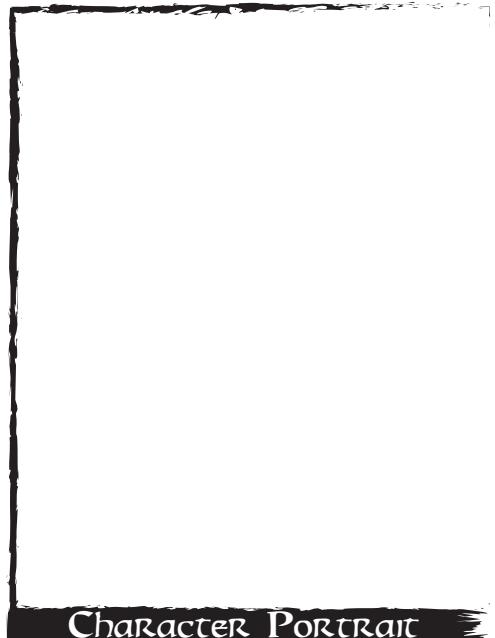
- Blinded**
Fail checks involving sight; attacks have disadvantage; enemy attacks have advantage.
 - Charmed**
Cannot harm the charmer; charmer has advantage on any social interaction.
 - Deafened**
Fail checks involving hearing.
 - Frightened**
Check and attacks have disadvantage when source of fear 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

Character History

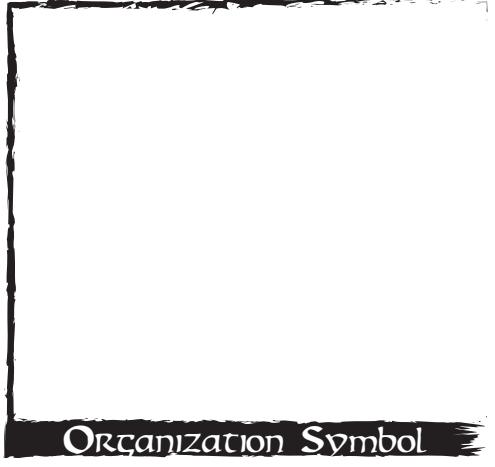
Allies & Organizations



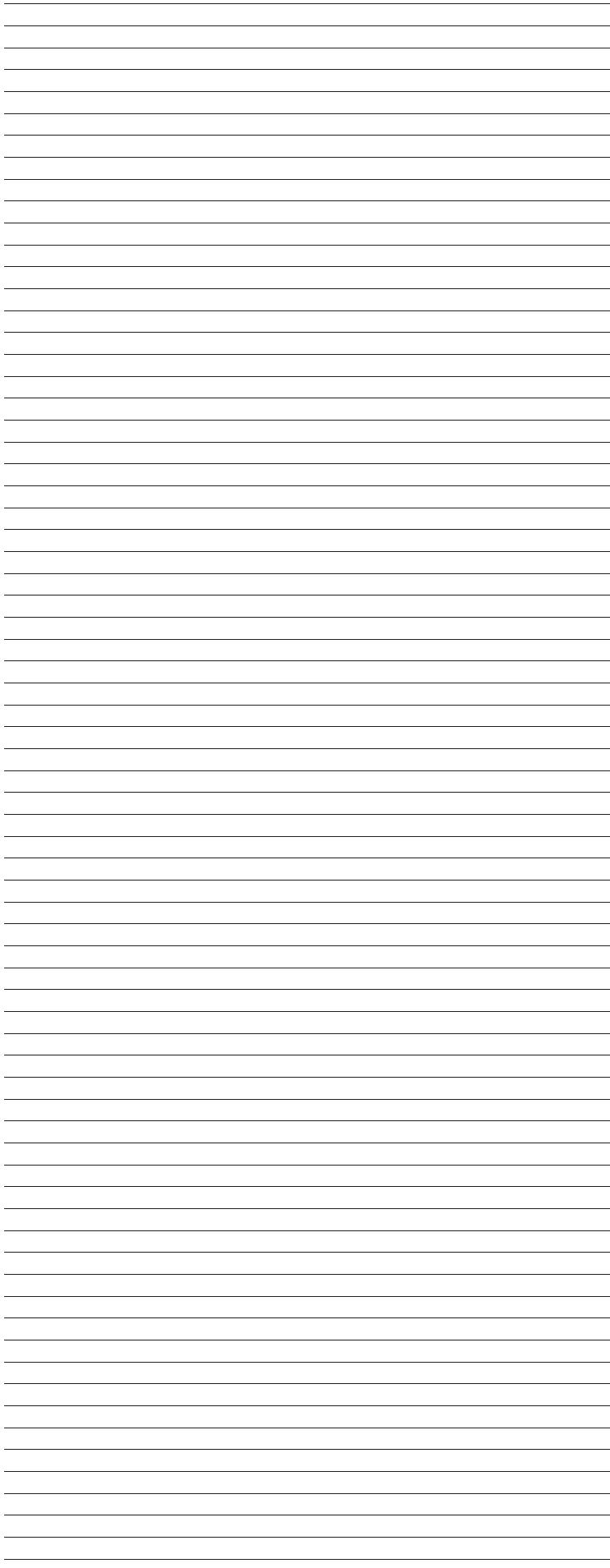
Character Portrait

Appearance

Enemies



Organization Symbol



MAX USAGES

DURATION

LIMITATIONS

PROFICIENCY
BONUS

Type:

Size:

HD:

CR:

Skills

 Passive Perception

Combat



Initiative

SPEED

WOUNDS

TEMPORARY HP

Traits & Features

ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

PROFICIENCY
BONUS

Type:

Size:

HD:

CR:

Skills

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PROFICIENCY
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Initiative

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PROFICIENCY
BONUS

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Initiative

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