

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
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Saving Throw Advantages / Disadvantages

Defense



Attacks

		AC DURING REST	
<input type="checkbox"/>	ARMOR BONUS	<input type="checkbox"/>	
<input type="checkbox"/>	SHIELD BONUS	<input type="checkbox"/>	
<input type="checkbox"/>	+ DEXTERITY MOD	<input type="checkbox"/> MEDIUM ARMOR (MAX =) <input type="checkbox"/> HEAVY ARMOR (MAXD = 0)	<input type="checkbox"/> STEALTH DISADV.
<input type="checkbox"/>	MAGIC	<input type="checkbox"/>	
<input type="checkbox"/>	+ MISC MOD 1	<input type="checkbox"/>	
<input type="checkbox"/>	MISC MOD 2	<input type="checkbox"/>	HALF DAMAGE
		ATTACKS PER ACTION	

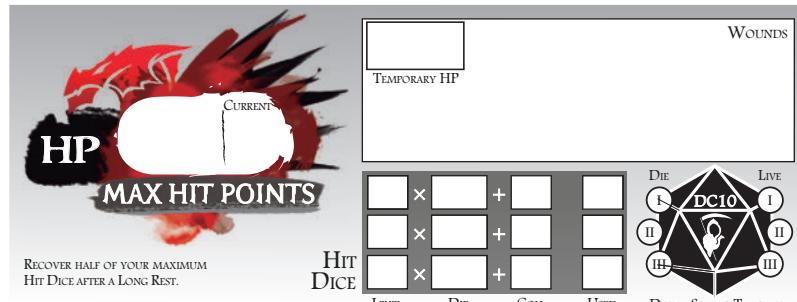
WEAPON / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

TYPE TOTAL
AMMUNITION

Skills

Initiative

Health



Actions

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

Racial Traits

Background Feature

LIGHT MEDIUM HEAVY SHIELDS OTHER:
 SIMPLE MARTIAL OTHER:

Languages

Tools & Others

PERSONALITY TRAITS

IDEAL

BOND

FLAW

FEATZ

FEAT:

FEAT:

FEATURES

ENCUMBERED	HEAVILY ENCUMBERED	PUSH/DRAF/TILT	TOTAL WEIGHT
<input type="text"/>	<input type="text"/> STR x - DISADV. STR, DEX, CON	<input type="text"/> STR x SPEED =	<input type="text"/> GEAR & COINS
 PLATINUM = 10 GP	 GOLD = 10 SP	 ELECTRUM = 5 SP	 SILVER = 10 CP
<input type="text"/>	<input type="text"/> COPPER	<input type="text"/> LIFESTYLE:	<input type="text"/> DAILY PRICE:

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

THE EXHAUSTION LEVEL BY 1,
PROVIDED THAT YOU ALSO INGEST
SOME FOOD AND DRINK.

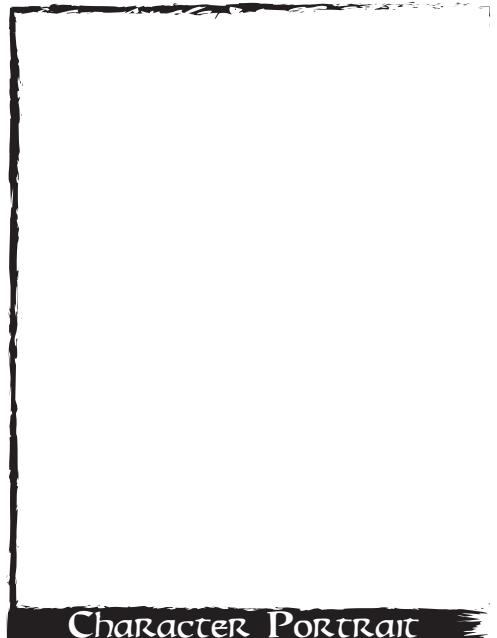
Conditions

- 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.

Magic Items

Character History

Allies & Organizations



Character Portrait

Appearance

Enemies



Organization Symbol

