

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

<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

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

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

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

FEAT:

FEATZ

FEAT:

FEAT

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.

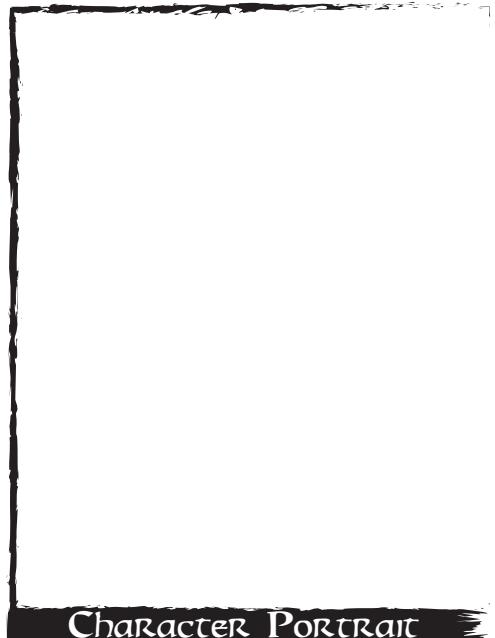
Conditions

- 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

