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| | Class: | | | | | | |
| | Experience: | | Next level: ze:Height:Weight: | | | | |
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| | Gender | Hair | Fues: | S. | weignt: | | |
| | Age: | Alianment: | Faith | : | kin: | | |
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| | | | The Same | | | Skills | |
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| | | | Ability Sav | e DC | | ^ | |
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| | | | Senses | | | • | |
| | | Г | Passive Perce | ation | Proficiency | * | |
| | | L | Passive Perce | ption | Bonus | ‡ | |
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| | | | | | INSPIRATION | A | |
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| | | | Limited Fea | itukes | 3 | A | |
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| Saving Throw Adv | antages / Disa | idvantages | | | | ‡ | |
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| | | | | | | Dex Misc. | SPEED SPEED ENCUMBERED |
| | | | | Δ | Institution | DEX WISC. | |
| | | | | ▽ | Initiative | + | |
| Decense | | | | Ha | alth | | |
| Defense | | | | 116 | atti | | |
| | | | AC DURING REST | | | | Wounds |
| 1221 | ARMOR BONUS | | AC DURING REST | | | | Wednes |
| | SHIELD BONUS | | \neg L | | | TEMPORARY HP | |
| | + Dexterity | MEDIUM ARMOR (MAX =) | RESISTANCE | | | | |
| ACIST | Mod + | | DISADV. | | | | |
| | Magic | | | | | × + | Die DC10 LIVE |
| | Misc Mod 1 | | \neg \Box | | | × + | |
| 0 | + | | H | | OF YOUR MAXIMUM H | | |
| | Misc Mod 2 | | HALF DAMAGE | HIT DICE AFTER | R A LONG REST. DIC | LEVEL DIE COR | USED DEATH SAVING THROWS |
| A ttacks | | | Attacks □ [▲] | Ac | tions | | Dam of the Time to |
| | | | PER ACTION □▼ | | | | |
| Veapon / Description | | RANGE TO HIT D | AMAGE DAMAGE TYPE | Maximum c | OF 1 ACTION, 1 BONUS ACTION, AND 1 REACT | TION PER TURN. | |
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| Racial Traits | Personality Traits |
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| LIGHT MEDIUM HEAVY SHIELDS OTHER: SIMPLE MARTIAL OTHER: | ENCUMBERED FLOWINGERED PUSH/DRAG/LIFT TOTAL WEIGHT |
| Languages Tools & Others | PLATINUM GOLD ELECTRUM SILVER COPPER LIFESTYLE: GEAR & COIN |
| Timpenger Color W China | = 10 GP = 10 SF = 5 SF = 10 CF Daily price: |
| | GEMS AND OTHER VALUABLES: |

| CHARACTER: | : |
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Exhaustion

| LEVEL | EFFECT (CUMULATIVE) | |
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| 1 | Disadvantage on Ability Checks | THE EXHAUSTION PROVIDED THAT 'S SOME FOOD AND |
| 2 | Speed halved | A H C |
| 3 | Disadvantage on Attack Rolls and Saving Throws | |
| 4 | Hit Point maximum halved | N LEVEL I YOU AL D DRINK |
| 5 | Speed reduced to 0 | BY 1, |
| 6 | Death | I, |
| C | onditions | J |

| Conditions |
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| 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. |

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| Petrified Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage Immune to poison/disease. Fail Str and Desaving throws. Enemy attacks have advantage Stop aging. Weight increases by factor 10 | k |
| Poisoned Disadvantage on attack rolls and ability checks | |
| Prone Crawl (at ½ speed) or stand up (costs ½ speed) Attacks have disadvantage. Enemy attack- have advantage within 5 ft and disadvantage is further away. | s f |
| Restrained Speed 0, regardless of bonus. Disadvantage or Dex saving throws. Attacks have disadvantage Enemy attacks have advantage. | 1 |
| Stunned Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws Enemy attacks have advantage. | Į. |
| Unconscious Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits. | e |
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Magic Items

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| Character History | |
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| | Character Portrait |
| | Appearance |
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| | Enemies |
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| Allies & Organizations | |
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| | Orçanization Symbol |

| | | | Name: | | Gender: | Age: |
|----------|-----------------------|-------------------|----------------------|-----------|--------------------------------|--|
| | | | Race: | Size: | Gender: Type: Alignment: | |
| | | S kills | Attacks | | Alignment: | ATTACKS PER ACTION |
| | | | ATTACK / DESCRIPTION | , | RANGE TO HIT | PER ACTION DAMAGE DAMAGE TYPE |
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| | | Decense | Health | | Dex Misc. | Speed |
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