












AMMUNITION

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

ENCUMBERED <input type="text"/> STR × ~		HEAVILY ENCUMBERED <input type="text"/> STR × ~ ~ DISADV. STR. DEX, CON		PUSH/DAG/LIFT <input type="text"/> STR × SPEED =		TOTAL WEIGHT <input type="text"/>	
 PLATINUM = 10 GP	 GOLD = 10 SP	 ELECTRUM = 5 SP	 SILVER = 10 CP	 COPPER	LIFESTYLE: <input type="text"/>		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAILY PRICE: <input type="text"/>		
GEMS AND OTHER VALUABLES: <div style="border: 1px solid black; height: 100px; margin-top: 5px;"></div>							

CHARACTER: _____

Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1 	Disadvantage on Ability Checks
2 	Speed halved
3 	Disadvantage on Attack Rolls and Saving Throws
4 	Hit Point maximum halved
5 	Speed reduced to 0
6 	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**
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.
- ☐ **Petrified**
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.
- ☐ **Poisoned**
Disadvantage on attack rolls and ability checks.
- ☐ **Prone**
Crawl (at $\frac{1}{2}$ speed) or stand up (costs $\frac{1}{2}$ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.
- ☐ **Restrained**
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.
- ☐ **Stunned**
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.
- ☐ **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.

Magic Items

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM:

[illegible][illegible][illegible][illegible]

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

Skills

[illegible]

Defense



Senses

PASSIVE PERCEPTION

Features

[illegible]

Proficiency Bonus

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Attacks

ATTACK / DESCRIPTION

ATTACKS PER ACTION

RANGE


TO HIT

DAMAGE

DAMAGE TYPE

Health

 Initiative +
 Health DEX Misc. SPEED

<div style="border: 1px solid black; width: 150px; height: 80px; margin-bottom: 10px;"></div> <p>TEMPORARY HP</p>	<div style="text-align: center;">  <p>DEATH SAVING THROWS</p> </div>
<div style="display: flex; align-items: center; justify-content: center;"> HIT DICE <div style="margin: 0 10px;"> <input style="width: 50px; height: 40px; border: 1px solid black;" type="text"/> × <input style="width: 50px; height: 40px; border: 1px solid black;" type="text"/> + <input style="width: 50px; height: 40px; border: 1px solid black;" type="text"/> = <input style="width: 50px; height: 40px; border: 1px solid black;" type="text"/> </div> </div> <div style="display: flex; justify-content: space-around; margin-top: -10px;"> LEVELDIECONUSED</div>	

Traits

[illegible]

