			Player:				
	Class:						
	Experience:		Ne	ext level:			
	Background	:Size:	Haight		Weight:		
	Gender	Hair	Fues:	S.	weignt:		
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			The same			Skills	
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			Ability Sav	e DC		^	
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			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.	
					<u> </u>		
				Da	Actions	Dr	
				DONUS	Actions	REACTIONS	USED THIS ROUND
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Type Total		Туре Тота	L				

MMIIN

	Personality Traits
Racial Traits	
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Class Features	FLAW
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	SUBTOTAL SUBTOTAL
LIGHT MEDIUM HEAVY SHIELDS OTHER:	ENCUMBERED HEAVILY ENCUMBERED PUSH/DRAG/LIFT TOTAL WEIGHT STR × STR × STR ×
SIMPLE MARTIAL OTHER:	Disadv. Str., Dex, Con Gear & Coins
Languages Tools & Others	PLATINUM GOLD ELECTRUM SILVER COPPER LIFESTYLE: GEAR & COINS 10 GP 10 GP 10 GP 10 GP 10 GP 10 GEAR & COINS
	DAILY PRICE:
	GEMS AND OTHER VALUABLES:

Character:				
Exhaustion Level Effect (CUMULATIVE) 1 Disadvantage on Ability Check 2 Speed halved 3 Disadvantage on Attack Rolls at 4 Hit Point maximum halved 5 Speed reduced to 0 6 Death	HING A L XHAUSTI IDED TH <i>i</i> I: FOOD A			
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. Un of surroundings. Resistance to all da Immune to poison/disease. Fail Str an saving throws. Enemy attacks have adva Stop aging. Weight increases by fact Poisoned Disadvantage on attack rolls and ability of Prone Crawl (at ½ speed) or stand up (costs ½ s Attacks have disadvantage. Enemy a have advantage within 5 ft and disadvan further away. Restrained Speed 0, regardless of bonus. Disadvant Dex saving throws. Attacks have disadva Enemy attacks have advantage. Stunned Incapacitated. Can't move. Can speal falteringly. Fail Str and Dex saving th Enemy attacks have advantage. Unconscious Incapacitated. Can't move or speak. Un of surroundings. Drop everything. Fand Dex saving throws. Enemy attack advantage. Enemy attacks within 5 critical hits.			

Magic Items

Magic Item:	
Magic Item:	
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Character History	
	Character Portrait
	Appearance
	Enemies
Allies & Organizations	
	Orçanization Symbol

			Name:		Gender:	Age:
			Race:	Size:	Gender: Type: Alignment	
		S kills	Attacks	weight	Anginnenc	ATTACKS PER ACTION
		Defense	ATTACK / DESCRIPTION	nciative	RANGE TO HIT DEX MISC.	PER ACTION DAMAGE DAMAGE TYPE SPEED
Senses	Passive Perception	Defense	Tiedici		TEMFORARY HP HIT DICE ×	UNDS DIE LIVE DOI: O I DEATH SAVING THROWS DIE CON USED
Features			Traits			
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