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Racial Traits	Personality Traits
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Class Features	FLAW
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	SUBTOTAL SUBTOTAL ENCUMBERED HEAVILY ENCUMBERED PUSH/Drag/Lift Total Weight
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Languages Tools & Others	GEMS AND OTHER VALUABLES: DAILY FRICE:

Exhaustion Level Effect (CUMULATIVE) 1 Disadvantage on Ability Check	S	FINISHING THE EXIA PROVIDEL SOME FO	
2 Speed halved 3 Disadvantage on Attack Rolls a 4 Hit Point maximum halved 5 Speed reduced to 0 6 Death Conditions	and Saving Throws	FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.	
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.	of surroundings. R. Immune to poison/saving throws. Enem Stop aging. Weight Poisoned Disadvantage on atta Crawl (at ½ speed) on Attacks have disad have advantage with further away. Restrained Speed O, regardless of Dex saving throws. A Enemy attacks have a Stunned Incapacitated. Can't falteringly. Fail Str Enemy attacks have Unconscious Incapacitated. Can't of surroundings. Do and Dex saving throw saving throws.	t move. Can speak or and Dex saving throv	

CHARACTER:

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Character History	- - - - - -
	Character Portrait Appearance
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