

DUNGEONS & DRAGONS

Skills

SPECIAL ATTACK / DESCRIPTION	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

Status

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

ENTERING 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**
Cannot harm the charmer; charmer has advantage on any social interaction.
- ☐ **Deafened**
Fail checks involving hearing.
- ☐ **Frightened**
Check and attacks have disadvantage when source of fear is in sight; cannot willingly move closer to the source of fear.
- ☐ **Grappled**
Speed drops to 0.
- ☐ **Incapacitated**
Cannot take actions or reactions.
- ☐ **Invisible**
Cannot be seen (normally); attacks have advantage; enemy attacks have disadvantage.
- ☐ **Paralyzed**
Become incapacitated; fail Str and Dex saving throws; enemy attacks have advantage; enemy attacks within 5 ft are critical hits; cannot speak, move or take physical actions.
- ☐ **Petrified**
Become incapacitated; become paralyzed; gain resistance to all damage; stop aging; immune to poison or disease; weight increase by a factor of 10.
- ☐ **Poisoned**
Ability checks have disadvantage; attacks have disadvantage.
- ☐ **Prone**
Only move by crawling or stand up; attacks have disadvantage; enemy attacks have advantage if within 5 ft or have disadvantage otherwise.
- ☐ **Restrained**
Speed drops to 0; attacks have disadvantage; enemy attacks have advantage; Dex saving throws have disadvantage.
- ☐ **Stunned**
Become incapacitated; fail Str and Dex saving throws; enemy attacks have advantage; cannot move; can only speak falteringly.
- ☐ **Unconscious**
Become incapacitated; fall prone and drop what is holding; fail Str and Dex saving throws; enemy attacks have advantage; enemy attacks within 5 ft are a critical hits.

Combat Rules

Dash	Action	You gain your Speed as extra movement this turn.
Disengage	Action	Your movement doesn't provoke Opportunity Attacks for the rest of the turn.
Dodge	Action	Disadvantage on Attack Rolls against you. You have Advantage on DEX Saving Throws.
Escape Grapple	Action	STR (Athletics) or DEX (Acrobatics) check vs. opponent's STR (Athletics) check to be free of the grappled condition.
Help	Action	You give an ally Advantage on the next Ability Check or Attack Roll it makes vs. an opponent within 5 ft of you.
Hide	Action	DEX (Stealth) check vs. opponent's WIS (Perception) check.
Overrun	Action or Bonus Action	Win opposing STR (Athletics) check to move through opponent's space once this turn. Advantage if you are larger than opponent and disadvantage if you are smaller than opponent.
Ready	Action	You choose an action you will take in response to a trigger, using your Reaction. Ready a spell requires concentration.
Search	Action	You search for something.
Tumble	Action or Bonus Action	Win opposing DEX (Acrobatics) check to move through opponent's space once this turn.
Use Object	Action	You interact with an object. You can interact with an object once per turn for free.
Disarm	Attack	Weapon attack roll vs. opponent's STR (Athletics) or DEX (Acrobatics) check to knock one item from its grasp. You have disadvantage if opponent is holding item with two or more hands. Opponents larger than you have advantage. Opponents smaller than you have disadvantage.
Grapple	Attack	Win STR (Athletics) check vs. opponent's STR (Athletics) or DEX (Acrobatics) check. Can only start grapple with opponents that are up to one size larger than yourself.
Mark	Melee Attack	Together with a melee attack you can mark the target of that attack. Until the end of your next turn, make one opportunity attack against the marked target with advantage without expanding your reaction.
Shove	Attack	Win opposing STR (Athletics) check to move opponent 5 ft back. Disadvantage if trying to move the opponent to a side.
Move Grappled	Move	Bring grappled opponent along with you as part of your move action, but can only move half speed unless opponent is two or more sizes smaller than you.

Magic Items

MAGIC ITEM: ☐ ATTUNED

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GEA

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Character History

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.

Allies & Organizations


[illegible]

Character Portrait

Appearance

[illegible]

Enemies

[illegible]

Organization Symbol



Misc. Dex

+ = Initiative

Features

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Annotations



Notes

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