Class

Current Level

Race

Character Name

Current Experience

Armor Class	Proficiency	Initiative	Speed

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Saving Throws

- ◯ _____ Strength
- ◯ _____ Dexterity
- ◯ _____ Constitution
- ◯ _____ Intelligence
- ◯ _____ Wisdom
- ◯ _____ Charisma

Max Hit Points

Hit Dice

Total | Die Used

Skills

◯ _____ Acrobatics *(Dex)*	◯ _____ Nature *(Int)*
◯ _____ Animal Handling *(Wis)*	◯ _____ Perception *(Wis)*
◯ _____ Arcana *(Int)*	◯ _____ Performance *(Cha)*
◯ _____ Athletics *(Str)*	◯ _____ Persuasion *(Cha)*
◯ _____ Deception *(Cha)*	◯ _____ Religion *(Int)*
◯ _____ History *(Int)*	◯ _____ Sleight of Hand *(Dex)*
◯ _____ Insight *(Wis)*	◯ _____ Stealth *(Dex)*
◯ _____ Intimidation *(Cha)*	◯ _____ Survival *(Wis)*
◯ _____ Investigation *(Int)*	◯ _____
◯ _____ Medicine *(Wis)*	◯ _____

Passive Perception (Wis) | Passive Insight (Wis) | Passive Investigation (Int)

Death Saves

◯ ◯ ◯ Failures | Successes ◯ ◯ ◯

Wealth

Copper | Silver | Electrum | Gold | Platinum

Max HP	Current HP	Temp. HP

Inspiration ◯

Spell Slot Tracker

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
◯	◯	◯	◯	◯	◯	◯	◯	◯
◯	◯	◯	◯	◯	◯	◯		
◯	◯	◯	◯	◯				
◯								

See Table for Available Spell Slots & Spells Known

Cantrips Known

Spells Known

Spell Attack Modifier

☐ (Proficiency) + ☐ (Int/Wis/Cha) = ⬡

Add this to your d20 when attempting a spell attack

Spell Save DC

8 + ☐ (Proficiency) + ☐ (Int/Wis/Cha) = ⬡

This is what a target needs to roll when your spell requires a saving throw

Melee Attack Modifier

☐ (Proficiency) + ☐ (Strength) = ⬡

Add this to your d20 when attempting a melee attack

Melee Damage Modifier

⬡ (Strength)

Add this to your damage on a successful melee attack

Ranged/Finesse Attack Modifier

☐ (Proficiency) + ☐ (Dexterity) = ⬡

Add this to your d20 when attempting a ranged or finesse attack

Ranged/Finesse Damage Modifier

⬡ (Dexterity)

Add this to your damage on a successful ranged or finesse attack

Attack	Attack Mod	Damage	Damage Type

Class Feature

Current Conditions

Class

Current Level

Race

Character Name

Current Experience

Armor Class	Proficiency	Initiative	Speed

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Saving Throws

- ◯ _____ Strength
- ◯ _____ Dexterity
- ◯ _____ Constitution
- ◯ _____ Intelligence
- ◯ _____ Wisdom
- ◯ _____ Charisma

Max Hit Points

Hit Dice

Total | Die Used

Skills

◯ _____	Acrobatics *(Dex)*	◯ _____	Nature *(Int)*
◯ _____	Animal Handling *(Wis)*	◯ _____	Perception *(Wis)*
◯ _____	Arcana *(Int)*	◯ _____	Performance *(Cha)*
◯ _____	Athletics *(Str)*	◯ _____	Persuasion *(Cha)*
◯ _____	Deception *(Cha)*	◯ _____	Religion *(Int)*
◯ _____	History *(Int)*	◯ _____	Sleight of Hand *(Dex)*
◯ _____	Insight *(Wis)*	◯ _____	Stealth *(Dex)*
◯ _____	Intimidation *(Cha)*	◯ _____	Survival *(Wis)*
◯ _____	Investigation *(Int)*	◯ _____	
◯ _____	Medicine *(Wis)*	◯ _____	

Passive Perception (Wis) | Passive Insight (Wis) | Passive Investigation (Int)

Death Saves

◯ ◯ ◯ Failures | Successes ◯ ◯ ◯

Wealth

Copper | Silver | Electrum | Gold | Platinum

Max HP	Current HP	Temp. HP

Inspiration ◯

Cantrips Known

Spells Known

Spell Slot Tracker

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
◯	◯	◯	◯	◯	◯	◯	◯	◯
◯	◯	◯	◯	◯	◯	◯		
◯	◯	◯	◯	◯				
◯								

See Table for Available Spell Slots & Spells Known

Spell Attack Modifier

☐ Proficiency + ☐ Int/Wis/Cha = ⬡

Add this to your d20 when attempting a spell attack

Spell Save DC

8 + ☐ Proficiency + ☐ Int/Wis/Cha = ⬡

This is what a target needs to roll when your spell requires a saving throw

Melee Attack Modifier

☐ Proficiency + ☐ Strength = ⬡

Add this to your d20 when attempting a melee attack

Melee Damage Modifier

⬡ Strength

Add this to your damage on a successful melee attack

Ranged/Finesse Attack Modifier

☐ Proficiency + ☐ Dexterity = ⬡

Add this to your d20 when attempting a ranged or finesse attack

Ranged/Finesse Damage Modifier

⬡ Dexterity

Add this to your damage on a successful ranged or finesse attack

Attack	Attack Mod	Damage	Damage Type

Class Feature

Current Conditions

Class

Current Level

Race

Character Name

Current Experience

Armor Class	Proficiency	Initiative	Speed

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Saving Throws

- ◯ _____ Strength
- ◯ _____ Dexterity
- ◉ _____ Constitution
- ◯ _____ Intelligence
- ◯ _____ Wisdom
- ◯ _____ Charisma

Max Hit Points

Hit Dice

Total | Die Used

Skills

◯ _____	Acrobatics *(Dex)*	◯ _____	Nature *(Int)*
◯ _____	Animal Handling *(Wis)*	◯ _____	Perception *(Wis)*
◯ _____	Arcana *(Int)*	◯ _____	Performance *(Cha)*
◯ _____	Athletics *(Str)*	◯ _____	Persuasion *(Cha)*
◯ _____	Deception *(Cha)*	◯ _____	Religion *(Int)*
◯ _____	History *(Int)*	◯ _____	Sleight of Hand *(Dex)*
◯ _____	Insight *(Wis)*	◯ _____	Stealth *(Dex)*
◯ _____	Intimidation *(Cha)*	◯ _____	Survival *(Wis)*
◯ _____	Investigation *(Int)*	◯ _____	
◯ _____	Medicine *(Wis)*	◯ _____	

Passive Perception (Wis) | Passive Insight (Wis) | Passive Investigation (Int)

Death Saves

◯ ◯ ◯ Failures | Successes ◯ ◯ ◯

Wealth

Copper | Silver | Electrum | Gold | Platinum

Max HP	Current HP	Temp. HP

Inspiration ◯

Spell Slot Tracker

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
◯	◯	◯	◯	◯	◯	◯	◯	◯
◯	◯	◯	◯	◯	◯	◯		
◯	◯	◯	◯	◯				
◯								

See Table for Available Spell Slots & Spells Known

Cantrips Known

Spells Known

Spell Attack Modifier: ☐ (Proficiency) + ☐ (Int/Wis/Cha) = ⬡
Add this to your d20 when attempting a spell attack

Spell Save DC: 8 + ☐ (Proficiency) + ☐ (Int/Wis/Cha) = ⬡
This is what a target needs to roll when your spell requires a saving throw

Melee Attack Modifier: ☐ (Proficiency) + ☐ (Strength) = ⬡
Add this to your d20 when attempting a melee attack

Melee Damage Modifier: ⬡ (Strength)
Add this to your damage on a successful melee attack

Ranged/Finesse Attack Modifier: ☐ (Proficiency) + ☐ (Dexterity) = ⬡
Add this to your d20 when attempting a ranged or finesse attack

Ranged/Finesse Damage Modifier: ⬡ (Dexterity)
Add this to your damage on a successful ranged or finesse attack

Attack	Attack Mod	Damage	Damage Type

Class Feature

Current Conditions

Class | Current Level

Race | **Character Name** | Current Experience

Armor Class	Proficiency	Initiative	Speed

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Saving Throws

- ◯ _____ Strength
- ◯ _____ Dexterity
- ◯ _____ Constitution
- ◯ _____ Intelligence
- ◯ _____ Wisdom
- ◯ _____ Charisma

Max Hit Points

Hit Dice

Total | Die Used

Skills

- ◯ _____ Acrobatics *(Dex)*
- ◯ _____ Animal Handling *(Wis)*
- ◯ _____ Arcana *(Int)*
- ◯ _____ Athletics *(Str)*
- ◯ _____ Deception *(Cha)*
- ◯ _____ History *(Int)*
- ◯ _____ Insight *(Wis)*
- ◯ _____ Intimidation *(Cha)*
- ◯ _____ Investigation *(Int)*
- ◯ _____ Medicine *(Wis)*
- ◯ _____ Nature *(Int)*
- ◯ _____ Perception *(Wis)*
- ◯ _____ Performance *(Cha)*
- ◯ _____ Persuasion *(Cha)*
- ◯ _____ Religion *(Int)*
- ◯ _____ Sleight of Hand *(Dex)*
- ◯ _____ Stealth *(Dex)*
- ◯ _____ Survival *(Wis)*

Passive Perception (Wis) | Passive Insight (Wis) | Passive Investigation (Int)

Death Saves

◯ ◯ ◯ Failures | Successes ◯ ◯ ◯

Wealth

Copper | Silver | Electrum | Gold | Platinum

Max HP	Current HP	Temp. HP

Inspiration ◯

Cantrips Known

Spells Known

Spell Slot Tracker

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
◯	◯	◯	◯	◯	◯	◯	◯	◯
◯	◯	◯	◯	◯	◯	◯		
◯	◯	◯	◯	◯				
◯								

See Table for Available Spell Slots & Spells Known

Spell Attack Modifier

☐ (Proficiency) + ☐ (Int/Wis/Cha) = ⬡

Add this to your d20 when attempting a spell attack

Spell Save DC

8 + ☐ (Proficiency) + ☐ (Int/Wis/Cha) = ⬡

This is what a target needs to roll when your spell requires a saving throw

Melee Attack Modifier

☐ (Proficiency) + ☐ (Strength) = ⬡

Add this to your d20 when attempting a melee attack

Melee Damage Modifier

⬡ (Strength)

Add this to your damage on a successful melee attack

Ranged/Finesse Attack Modifier

☐ (Proficiency) + ☐ (Dexterity) = ⬡

Add this to your d20 when attempting a ranged or finesse attack

Ranged/Finesse Damage Modifier

⬡ (Dexterity)

Add this to your damage on a successful ranged or finesse attack

Attack	Attack Mod	Damage	Damage Type

Class Feature

Current Conditions

Sidekick Details

Sidekick Name

Type/Level

Concept Art

Physical Traits

- Age:
- Height:
- Weight:
- Eyes:
- Hair:
- Skin:
- Other:

Items

STR | DEX | CON | INT | WIS | CHA

Armor Class	Speed	Max HP	Current HP	Temp. HP

Saving Throws

Skills

Senses

Languages

Sidekick Features

Sidekick Abilities

Sidekick Actions

Sidekick Details

Sidekick Name

Type/Level

Concept Art

Physical Traits

- Age:
- Height:
- Weight:
- Eyes:
- Hair:
- Skin:
- Other:

Items

STR | DEX | CON | INT | WIS | CHA

Armor Class	Speed	Max HP	Current HP	Temp. HP

Saving Throws

Skills

Senses

Languages

Sidekick Features

Sidekick Abilities

Sidekick Actions

Familiars & Pets

Name

Creature Type

Size:

Alignment:

Combat Rating:

Proficiencies, Resistances & Bonuses

Concept Art

STR DEX CON INT WIS CHA

Armor Class	Speed	Max HP	Current HP	Temp. HP

Actions

Familiars & Pets

Name

Creature Type

Size:

Alignment:

Combat Rating:

Proficiencies, Resistances & Bonuses

Concept Art

STR DEX CON INT WIS CHA

Armor Class	Speed	Max HP	Current HP	Temp. HP

Actions

Familiars & Pets

Name

Creature Type

Size:

Alignment:

Combat Rating:

Proficiencies, Resistances & Bonuses

Concept Art

STR DEX CON INT WIS CHA

Armor Class	Speed	Max HP	Current HP	Temp. HP

Actions

Familiars & Pets

Name

Creature Type

Size:

Alignment:

Combat Rating:

Proficiencies, Resistances & Bonuses

Concept Art

STR DEX CON INT WIS CHA

Armor Class	Speed	Max HP	Current HP	Temp. HP

Actions

Class Abilities

Class Abilities

Class Abilities

Class Abilities

Subclass Abilities

Subclass Abilities

Subclass Abilities

Subclass Abilities

Racial Features & Abilities

Background

Feats

Name

Description

Name

Description

Name

Description

Name

Description

Name

Description

Feats

Name

Description

Name

Description

Name

Description

Name

Description

Name

Description

CLASS | CLASS | SUBCLASS | SUBCLASS | RACE & BACKGROUND | FEATS

STATS
ABILITIES
EQUIPMENT
INVENTORY
SPELL BOOK
SPELL CARDS
CLASS GUIDES
REFERENCE

CHARACTER
QUESTS
NPC
LOCATIONS
SESSION NOTES
MAPS
GRID PAPER
SCRATCH PAPER

STICKERS

Main Equipment

Equipped Armor

Armor	Armor Class	Strength	Stealth Disadvantage
			Yes ◯ No ◯
Shield	**Armor Class**	**Strength**	**Stealth Disadvantage**
			Yes ◯ No ◯

Special Weapons

Weapon	Attack Mod	Damage	Damage Type

Weapon Details & Bonuses

Weapon	Attack Mod	Damage	Damage Type

Weapon Details & Bonuses

Basic Weapons

Weapon	Attack Mod	Damage	Damage Type

Other Equipment

Item Details & Bonuses

Magic Weapons

Name	Attack Mod	Damage	Damage Type

Description

Attunement Required Yes ◯ No ◯ | Attuned ◯

Name	Attack Mod	Damage	Damage Type

Description

Attunement Required Yes ◯ No ◯ | Attuned ◯

Name	Attack Mod	Damage	Damage Type

Description

Attunement Required Yes ◯ No ◯ | Attuned ◯

Name	Attack Mod	Damage	Damage Type

Description

Attunement Required Yes ◯ No ◯ | Attuned ◯

Inventory

Adventuring Gear

Amount	Item	Value	Weight

Tools & Kits

Amount	Item	Value	Weight

Inventory

Consumables

Amount	Item	Value	Weight

Valuables

Amount	Item	Value	Weight

Inventory

Additional Items

Amount	Item	Value	Weight

Magic Items

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Magic Items

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Magic Items

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Magic Items

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Name	Attunement Required	Yes ◯	No ◯	Attuned ◯

Description

Spell Book

Cantrips

Level 1

Level 2

Level 3

Spell Book

Level 4

Level 5

Level 6

Level 7

Level 8

Level 9

The Barbarian

Class Features

As a barbarian you gain the following class features

Hit Points

Hit Dice: 1d12 per barbarian level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Percpetion, Survival

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a) a greataxe (b) an martial melee weapon*
- ⬡ *(a) two handaxes or (b) any simple weapon*
- ⬡ *An explorers pack and four javelins*

The Barbarian Table

Level	PB	Features	Rage	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path Feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path Feature	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path Feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

PB - Proficiency Bonus

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Bard

Class Features

As a bard, you gain the following class features

Hit Points

Hit Dice: 1d8 per bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- *(a) a rapier, (b) a longsword, or (c) any simple weapon*
- *a diplomat's pack or (b) an entertainer's pack*
- *(a) a lute or (b) any other musical instrument*
- *Leather armor and a dagger*

The Bard Table

Level	PB	Features	C	S	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Bardic Inspiration (d6)	3	4	2	-	-	-	-	-	-	-	-
2nd	+2	Jack of All Trades, Song of Rest (d6)	3	5	3	-	-	-	-	-	-	-	-
3rd	+2	Bard College, Expertise	3	6	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	7	4	3	-	-	-	-	-	-	-
5th	+3	Bardic Inspiration (d8), Font of Inspiration	4	8	4	3	2	-	-	-	-	-	-
6th	+3	Countercharm, Bard College Feature	4	9	4	3	3	-	-	-	-	-	-
7th	+3	-	4	10	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	4	11	4	3	3	2	-	-	-	-	-
9th	+4	Song of Rest (d8)	4	12	4	3	3	3	1	-	-	-	-
10th	+4	Bardic Inspiration (d10), Expertise, Magical Secrets	5	14	4	3	3	3	2	-	-	-	-
11th	+4	-	5	15	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	15	4	3	3	3	2	1	-	-	-
13th	+5	Song of Rest (d10)	5	16	4	3	3	3	2	1	1	-	-
14th	+5	Magical Secrets, Bard College Feature	5	18	4	3	3	3	2	1	1	-	-
15th	+5	Bardic Inspiration (d12)	5	19	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	19	4	3	3	3	2	1	1	1	-
17th	+6	Song of Rest (d12)	5	20	4	3	3	3	2	1	1	1	1
18th	+6	Magical Secrets	5	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	5	22	4	3	3	3	3	2	2	1	1

PB - Proficiency Bonus C - Cantrips Known S - Spells Known

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Cleric

Class Features

As a cleric, you gain the following class features

Hit Points

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a) a mace or (b) a warhammer (if proficient)*
- ⬡ *(a) scale mail, (b) leather armor, or (c) chain mail (if proficient)*
- ⬡ *(a) a light crossbow and 20 bolts or (b) any simple weapon*
- ⬡ *(a) a priest's pack or (b) an explorer's pack*
- ⬡ *A shield and a holy symbol*

The Cleric Table

Level	PB	Features	C	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Divine Domain	3	2	-	-	-	-	-	-	-	-
2nd	+2	Channel Divinity (1/rest), Divine Domain Feature	3	3	-	-	-	-	-	-	-	-
3rd	+2	-	3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2	-	-	-	-	-	-
6th	+3	Channel Divinity (2/rest), Divine Domain Feature	4	4	3	3	-	-	-	-	-	-
7th	+3	-	4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain Feature	4	4	3	3	2	-	-	-	-	-
9th	+4	-	4	4	3	3	3	1	-	-	-	-
10th	+4	Divine Intervention	5	4	3	3	3	2	-	-	-	-
11th	+4	Destroy Undead (CR 2)	5	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13th	+5	-	5	4	3	3	3	2	1	1	-	-
14th	+5	Destroy Undead (CR 3)	5	4	3	3	3	2	1	1	-	-
15th	+5	-	5	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-
17th	+6	Destroy Undead (CR 4), Divine Domain Feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (3/rest)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Divine Intervention Improvement	5	4	3	3	3	3	2	2	1	1

PB - Proficiency Bonus C - Cantrips Known

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Druid

Class Features

As a druid, you gain the following class features

Hit Points

Hit Dice: 1d8 per druid level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

Proficiencies

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⎔ *(a) a wooden shield or (b) any simple weapon*
- ⎔ *(a) a scimitar or (b) any simple melee weapon*
- ⎔ *Leather armor, an explorer's pack, and a druidic focus*

Druidic

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

The Druid Table

Level	PB	Features	C	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Druidic, Spellcasting	2	2	-	-	-	-	-	-	-	-
2nd	+2	Wild Shape, Druid Circle	2	3	-	-	-	-	-	-	-	-
3rd	+2	-	2	4	2	-	-	-	-	-	-	-
4th	+2	Wild Shape Improvement, Ability Score Improvement	3	4	3	-	-	-	-	-	-	-
5th	+3	-	3	4	3	2	-	-	-	-	-	-
6th	+3	Druid Circle Feature	3	4	3	3	-	-	-	-	-	-
7th	+3	-	3	4	3	3	1	-	-	-	-	-
8th	+3	Wild Shape Improvement, Ability Score Improvement	3	4	3	3	2	-	-	-	-	-
9th	+4	-	3	4	3	3	3	1	-	-	-	-
10th	+4	Druid Circle Feature	4	4	3	3	3	2	-	-	-	-
11th	+4	-	4	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	-	-	-
13th	+5	-	4	4	3	3	3	2	1	1	-	-
14th	+5	Druid Circle Feature	4	4	3	3	3	2	1	1	-	-
15th	+5	-	4	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	-
17th	+6	-	4	4	3	3	3	2	1	1	1	1
18th	+6	Timeless Body, Beast Spells	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Archdruid	4	4	3	3	3	3	2	2	1	1

PB - Proficiency Bonus C - Cantrips Known

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Fighter

Class Features

As a fighter, you gain the following class features

Hit Points

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a) chain mail or (b) leather armor, longbow, and 20 arrows*
- ⬡ *(a) a marital weapon and a shield or (b) two martial wepons*
- ⬡ *(a) a light crossbow and 20 bolts or (b) two handaxes*
- ⬡ *(a) a dungeoneer's pack or (b) an explorer's pack*

The Fighter Table

Level	PB	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Martial Archetype Feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use)
10th	+4	Martial Archestype Feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses)
14th	+5	Ability Score Improvement
15th	+5	Martial Archetype Feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Martial Archetype Feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

PB - Proficiency Bonus

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Monk

Class Features

As a monk, you gain the following class features

Hit Points

Hit Dice: 1d8 per monk level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per monk level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons, shortswords

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, Stealth

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a) shortsword or (b) any simple weapon*
- ⬡ *(a) a dungeoneer's pack or (b) an explorer's pack*
- ⬡ *10 darts*

The Monk Table

Level	PB	Martial Arts	Ki Points	Unarmored Mvmt	Features
1st	+2	1d4	-	-	Unarmored Defense, Martial Arts
2nd	+2	1d4	2	+10 ft.	Ki, Unarmored Movement
3rd	+2	1d4	3	+10 ft.	Monastic Tradition, Deflect Missles
4th	+2	1d4	4	+10 ft.	Ability Score Improvement, Slow Fall
5th	+3	1d6	5	+10 ft.	Extra Attack, Stunning Strike
6th	+3	1d6	6	+15 ft.	Ki-Empowered Strikes, Monastic Tradition Feature
7th	+3	1d6	7	+15 ft.	Evasion, Stillness of Mind
8th	+3	1d6	8	+15 ft.	Ability Score Improvement
9th	+4	1d6	9	+15 ft.	Unarmored Movement Improvement
10th	+4	1d6	10	+20 ft.	Purity of Body
11th	+4	1d8	11	+20 ft.	Monastic Tradition Feature
12th	+4	1d8	12	+20 ft.	Ability Score Improvement
13th	+5	1d8	13	+20 ft.	Tongue of the Sun and Moon
14th	+5	1d8	14	+25 ft.	Diamond Soul
15th	+5	1d8	15	+25 ft.	Timeless Body
16th	+5	1d8	16	+25 ft.	Ability Score Improvement
17th	+6	1d10	17	+25 ft.	Monastic Tradition Feature
18th	+6	1d10	18	+30 ft.	Empty Body
19th	+6	1d10	19	+30 ft.	Ability Score Improvement
20th	+6	1d10	20	+30 ft.	Perfect Self

PB - Proficiency Bonus

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Paladin

Class Features

As a paladin, you gain the following class features

Hit Points

Hit Dice: 1d10 per paladin level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per paladin level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, Religion

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a) a martial weapon and a shield or (b) two martial weapons*
- ⬡ *(a) five javelins or (b) any simple melee weapon*
- ⬡ *(a) a priest's pack or (b) an explorer's pack*
- ⬡ *chain mail and a holy symbol*

The Paladin Table

Level	PB	Features	1st	2nd	3rd	4th	5th
1st	+2	Divine Sence, Lay on Hands	-	-	-	-	-
2nd	+2	Fighting Style, Spellcasting, Divine Smite	2	-	-	-	-
3rd	+2	Divine Health, Sacred Oath	3	-	-	-	-
4th	+2	Ability Score Improvement	3	-	-	-	-
5th	+3	Extra Attack	4	2	-	-	-
6th	+3	Aura of Protection	4	2	-	-	-
7th	+3	Sacred Oath Feature	4	3	-	-	-
8th	+3	Ability Score Improvement	4	3	-	-	-
9th	+4	-	4	3	2	-	-
10th	+4	Aura of Courage	4	3	2	-	-
11th	+4	Improved Divine Smite	4	3	3	-	-
12th	+4	Ability Score Improvement	4	3	3	-	-
13th	+5	-	4	3	3	1	-
14th	+5	Cleansing Touch	4	3	3	1	-
15th	+5	Sacred Oath Feature	4	3	3	2	-
16th	+5	Ability Score Improvement	4	3	3	2	-
17th	+6	-	4	3	3	3	1
18th	+6	Aura Improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Sacred Oath Feature	4	3	3	3	2

PB - Proficiency Bonus

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Ranger

Class Features

As a ranger, you gain the following class features

Hit Points

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Instight, Investigation, Nature, Perception, Stealth, Survival

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a) scale mail or (b) leather armor*
- ⬡ *(a) two shortswords or (b) two simple melee weapons*
- ⬡ *(a) a dungeoneer's pack or (b) an explorer's pack*
- ⬡ *A longbow and a quiver of 20 arrows*

The Ranger Table

Level	PB	Features	S	1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Natural Explorer	-	-	-	-	-	-
2nd	+2	Fighting Style, Spellcasting	2	2	-	-	-	-
3rd	+2	Ranger Archetype, Primeval Awareness	3	3	-	-	-	-
4th	+2	Ability Score Improvement	3	3	-	-	-	-
5th	+3	Extra Attack	4	4	2	-	-	-
6th	+3	Favored Enemy and Natural Explorer Improvements	4	4	2	-	-	-
7th	+3	Ranger Archetype Feature	5	4	3	-	-	-
8th	+3	Ability Score Improvement, Land's Stride	5	4	3	-	-	-
9th	+4	-	6	4	3	2	-	-
10th	+4	Natural Explorer Improvement, Hide in Plain Sight	6	4	3	2	-	-
11th	+4	Ranger Archetype Feature	7	4	3	3	-	-
12th	+4	Ability Score Improvement	7	4	3	3	-	-
13th	+5	-	8	4	3	3	1	-
14th	+5	Favored Enemy Improvement, Vanish	8	4	3	3	1	-
15th	+5	Ranger Archetype Feature	9	4	3	3	2	-
16th	+5	Ability Score Improvement	9	4	3	3	2	-
17th	+6	-	10	4	3	3	3	1
18th	+6	Feral Senses	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Foe Slayer	11	4	3	3	3	2

PB - Proficiency Bonus

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Rogue

Class Features

As a rogue, you gain the following class features

Hit Points

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a) a rapier or (b) a shortsword*
- ⬡ *(a) a shortbow and quiver with 20 arrows or (b) a shortsword*
- ⬡ *(a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack*
- ⬡ *leather armor, two daggers and thieves' tools*

The Rogue Table

Level	PB	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype Feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype Feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype Feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

PB - Proficiency Bonus

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Sorcerer

Class Features

As a sorcerer, you gain the following class features

Hit Points

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a)* a light crossbow and 20 bolts or *(b)* any simple weapon
- ⬡ *(a)* a component pouch or *(b)* an arcane focus
- ⬡ *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- ⬡ Two daggers

The Sorcerer Table

Level	PB	SP	Features	C	S	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	-	Spellcasting, Sorcerous Origin	4	2	2	-	-	-	-	-	-	-	-
2nd	+2	2	Font of Magic	4	3	3	-	-	-	-	-	-	-	-
3rd	+2	3	Meta Magic	4	4	4	2	-	-	-	-	-	-	-
4th	+2	4	Ability Score Improvement	5	5	4	3	-	-	-	-	-	-	-
5th	+3	5	-	5	6	4	3	2	-	-	-	-	-	-
6th	+3	6	Sorcerous Origin Feature	5	7	4	3	3	-	-	-	-	-	-
7th	+3	7	-	5	8	4	3	3	1	-	-	-	-	-
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	-	-	-	-	-
9th	+4	9	-	5	10	4	3	3	3	1	-	-	-	-
10th	+4	10	Metamagic	6	11	4	3	3	3	2	-	-	-	-
11th	+4	11	-	6	12	4	3	3	3	2	1	-	-	-
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	-	-	-
13th	+5	13	-	6	13	4	3	3	3	2	1	1	-	-
14th	+5	14	Sorcerous Origin Feature	6	13	4	3	3	3	2	1	1	-	-
15th	+5	15	-	6	14	4	3	3	3	2	1	1	1	-
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	-
17th	+6	17	Metamagic	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Sorcerous Origin Feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Sorcerous Restoration	6	15	4	3	3	3	3	2	2	1	1

PB - Proficiency Bonus SP - Sorcery Points C - Cantrips Known S - Spells Known

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Warlock

Class Features

As a warlock, you gain the following class features

Hit Points

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a) a light crossbow and 20 bolts or (b) any simple weapon*
- ⬡ *(a) a component pouch or (b) an arcane focus*
- ⬡ *(a) a scholar's pack or (b) a dungeoneer's pack*
- ⬡ *Leather armor, any simple weapon, and two daggers*

The Warlock Table

Level	PB	Features	C	S	Slots	Slot Lvl	Invocations
1st	+2	Otherworldly Patron, Pact Magic	2	2	1	1st	-
2nd	+2	Eldritch Invocations	2	3	2	1st	2
3rd	+2	Pact Boon	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	-	3	6	2	3rd	3
6th	+3	Otherworldly Patron Feature	3	7	2	3rd	3
7th	+3	-	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	-	3	10	2	5th	5
10th	+4	Otherworldly Patron Feature	4	10	2	5th	5
11th	+4	Mystic Arcanum (6th Level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Mystic Arcanum (7th Level)	4	12	3	5th	6
14th	+5	Otherworldly Patron Feature	4	12	3	5th	6
15th	+5	Mystic Arcanum (8th Level)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3	5th	7
17th	+6	Mystic Arcanum (9th Level)	4	14	4	5th	7
18th	+6	-	4	14	4	5th	8
19th	+6	Ability Score Improvement	4	15	4	5th	8
20th	+6	Eldritch Master	4	15	4	5th	8

PB - Proficiency Bonus C - Cantrips Known S - Spells Known

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

The Wizard

Class Features

As a wizard, you gain the following class features

Hit Points

Hit Dice: 1d6 per wizard level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wizard level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

You start with the following equipment, in additon to the equipment granted by your background

- ⬡ *(a) a quarterstaff or (b) a dagger*
- ⬡ *(a) a component pouch or (b) an arcane focus*
- ⬡ *(a) a schola's pack or (b) an explorer's pack*
- ⬡ *A spellbook*

The Wizard Table

Level	PB	Features	C	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	3	2	-	-	-	-	-	-	-	-
2nd	+2	Arcane Tradition	3	3	-	-	-	-	-	-	-	-
3rd	+2	-	3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5th	+3	-	4	4	3	2	-	-	-	-	-	-
6th	+3	Arcane Tradition Feature	4	4	3	3	-	-	-	-	-	-
7th	+3	-	4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-
9th	+4	-	4	4	3	3	3	1	-	-	-	-
10th	+4	Arcane Tradition Feature	5	4	3	3	3	2	-	-	-	-
11th	+4	-	5	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13th	+5	-	5	4	3	3	3	2	1	1	-	-
14th	+5	Arcane Tradition Feature	5	4	3	3	3	2	1	1	-	-
15th	+5	-	5	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-
17th	+6	-	5	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Spell	5	4	3	3	3	3	2	2	1	1

PB - Proficiency Bonus C - Cantrips Known

If using the alternate feat rules, a feat can be taken in place of an ability score improvement

Actions in Combat

Move

Move up to your character's speed on your turn

Movement can be interrupted to perform any action then finished afterwards

Action

Attack: Make an attack with a melee or ranged weapon

Cast a Spell: Cast a cantrip or a spell using an available spell slot

Dash: Allows you to move an additional distance equal to your speed

Disengage: Move away from an enemy without provoking an attack of opportunity

Dodge: Focus on your defense. any attaack roll made against you has disadvantage

Help: Give an ally advantage on an ability check or attack roll

Hide: Make a Dexterity (Stealth) check. If you hide successfully, you gain advantage on your attack rolls on enemies that can't see you. Enemies that can't see you also have disadvantage on attacks against you

Ready an Action: Performs a single action later in the round once a trigger occurs. You determine ahead of time what you want the trigger to be

Search: Devote your attention to finding something. You may be asked to make an ability check

Use an Object: Interact with an item that requires an action to function

Bonus Action

Many class and racial features as well as certain spells and items can be used/performed as a bonus action on your turn

It will be specified if you can do/use something as a bonus action

Reaction

You can use a reaction once at any point during the ***round*** until it is your turn again

- Perform a single attack of opportunity
- Using a readied action that has been triggered
- Some spells can only be used as a reaction

Interaction

A short amount of speaking and/or a simple action such as drawing a weapon.

Your DM can decide if questionable interactions be allowed or require a full action

Conditions

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability check
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	speed reduced to 0
6	Death

Conditions

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If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability check
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	speed reduced to 0
6	Death

Conditions

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Character Details

Character Name

Concept Art

Character Traits

- Race:
- Class:
- Subclass:
- Background:
- Alignment:

Physical Traits

- Age:
- Height:
- Weight:
- Eyes:
- Hair:
- Skin:
- Other:

Personality

Bonds

Ideals

Flaws

Backstory

Backstory

Backstory

Character Traits

Family & Close Friends

Hobbies and Interests

Occupation

Religious Views

Character Traits

Unique Skills

Fears & Phobias

Character Secrets

Dreams & Aspirations

Quest Log

Task: *Key NPC:*

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Places of Interest:

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Adventuring Notes

Session Log

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Adventuring Notes

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