



CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROW

ATHLETICS

DEXTERITY

SAVING THROW

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROW

INTELLIGENCE

SAVING THROW

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROW

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROW

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

BOONS

AC

CONDITIONS

INITIATIVE

SPEED

HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH

ATTACKS PER ACTION

WEAPON

RANGE

TO HIT

DAMAGE

TYPE

AMMUNITION

COUNT

EQUIPMENT

KEY ITEMS

COUNT

CURRENCY TYPE

AMOUNT

FIGHTING STYLE

SECOND WIND

ACTION SURGE - LVL 2 / 17

MARTIAL ARCHETYPE - LVL 3

LVL 3 Ability

LVL 7 Ability

LVL 10 Ability

LVL 15 Ability

LVL 18 Ability

INDOMINABLE - LVL 9 / 13 / 17

BATTLEMASTER SPECIFIC

SUPERIORITY DICE & MANEUVERS - LVL 3 / 7 / (10) / 15

ELDRITCH KNIGHT SPECIFIC

SPELLCASTING

FIGHTER