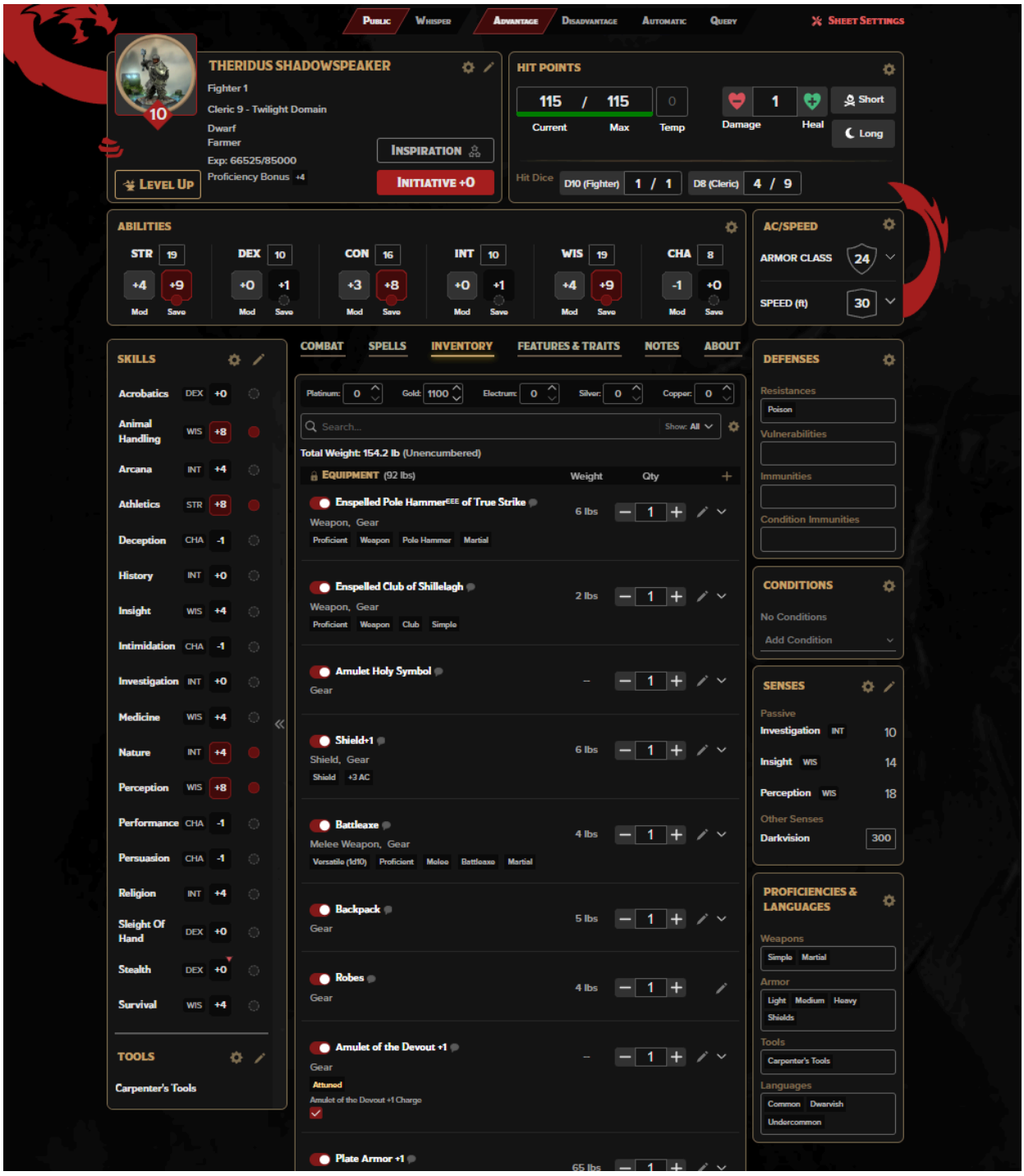
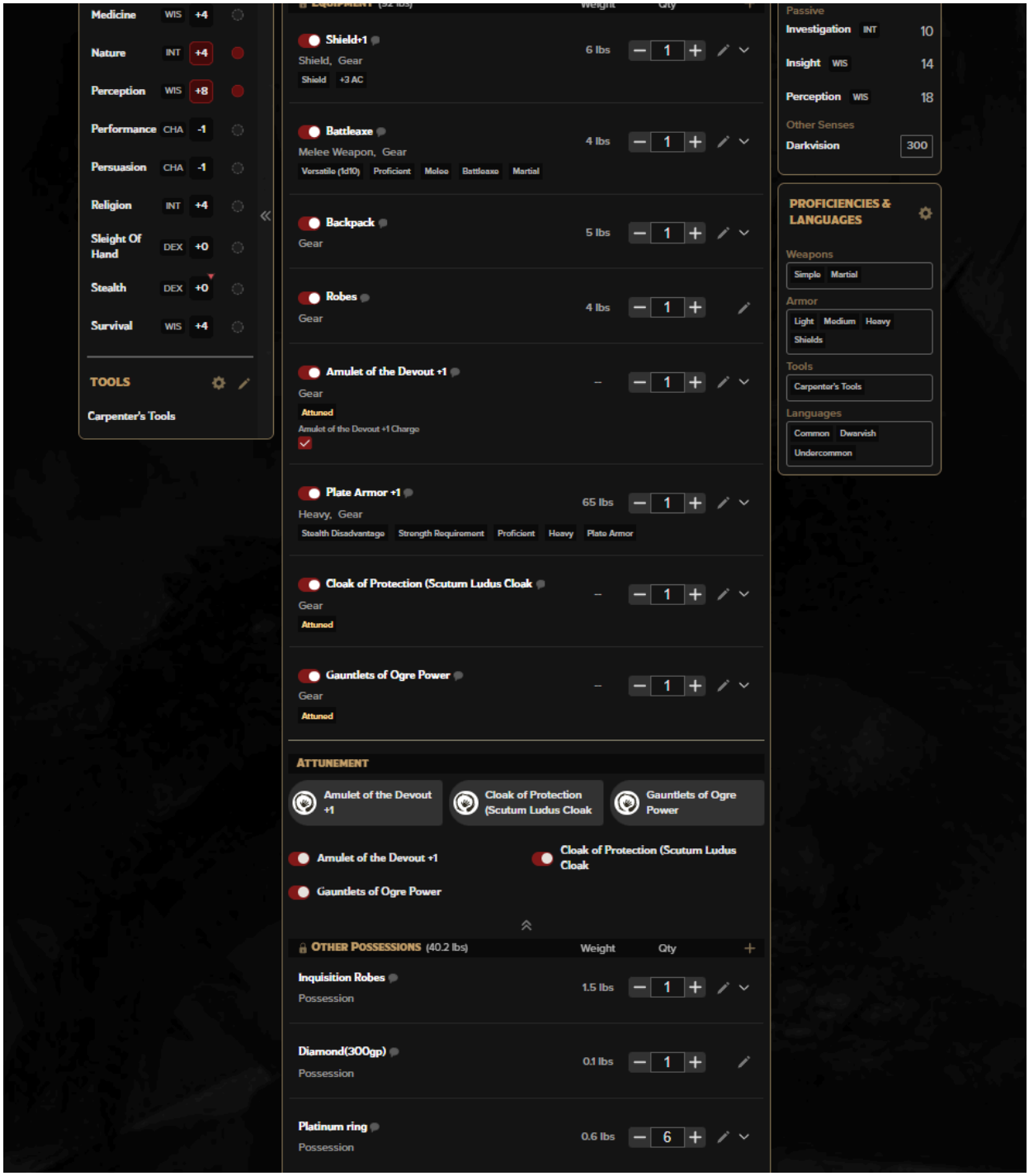
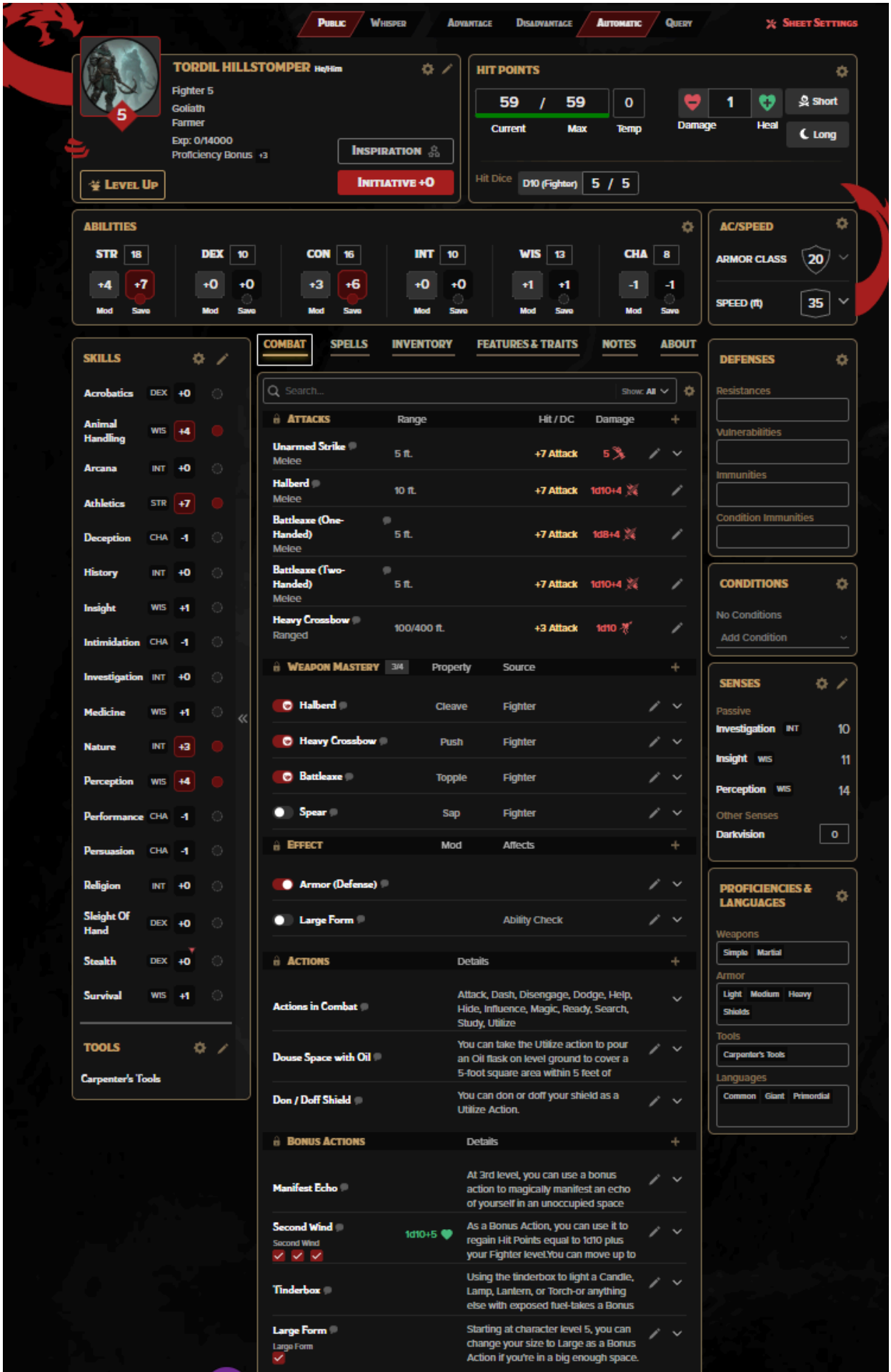

HERO FORGE

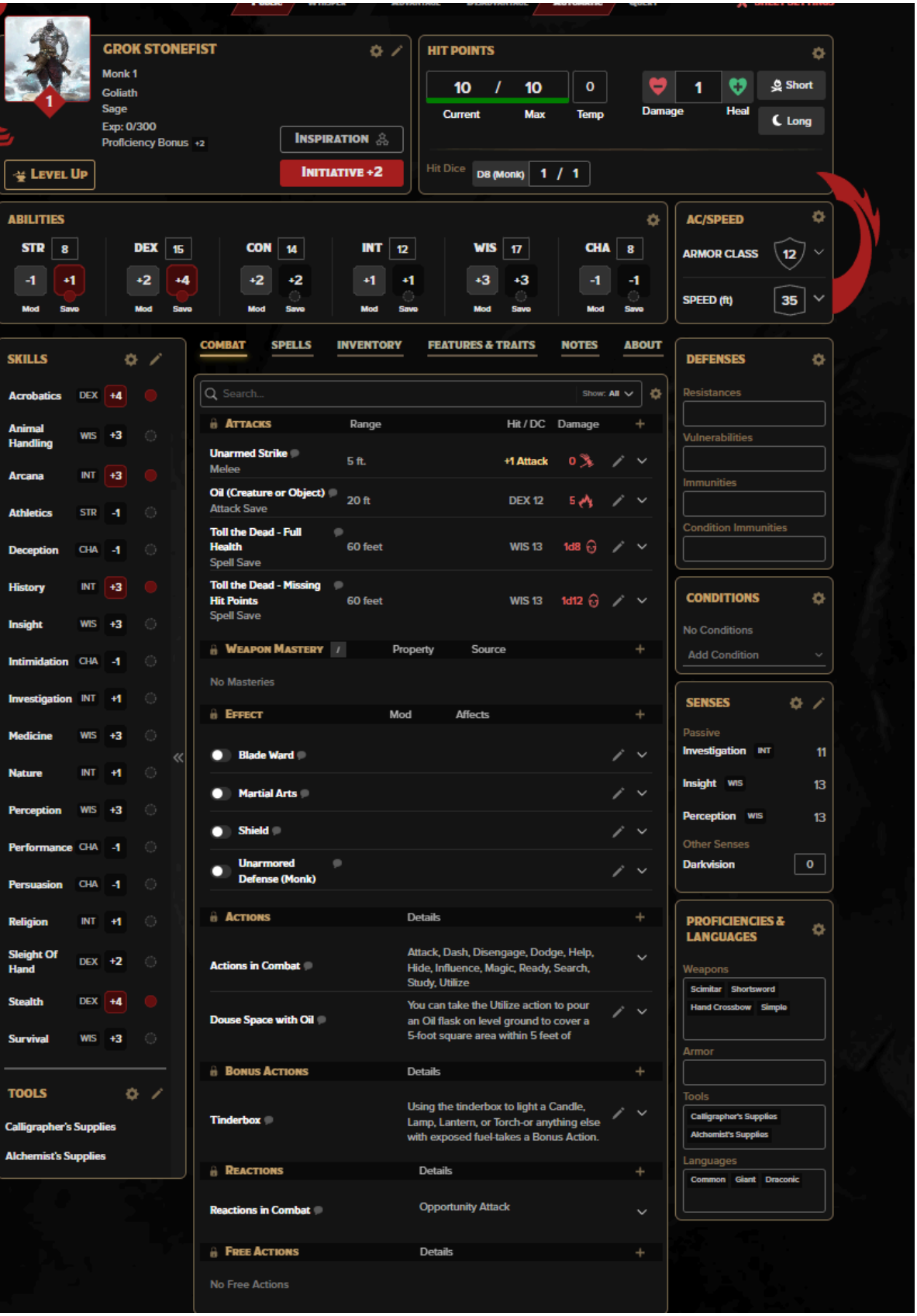


Theridus Shadowspeaker


Public
Whisper
Advantage
Disadvantage
Automatic
Query
Sheet Settings
THERIDUS SHADOWSPEAKER
Fighter 1
Cleric 9 - Twilight Domain
Dwarf
Farmer
Exp: 66525/85000
Proficiency Bonus +4
10
Level Up
Inspiration
Initiative +0
HIT POINTS
115 / 115
0
Current
Max
Temp
1
Damage
Heal
Short
Long
Hit Dice
D10 (Fighter) 1 / 1
D8 (Cleric) 4 / 9
ABILITIES
STR 19 +4 +9
DEX 10 +0 +1
CON 16 +3 +8
INT 10 +0 +1
WIS 19 +4 +9
CHA 8 -1 +0
Mod
Save
AC/SPEED
ARMOR CLASS 24
SPEED (ft) 30
SKILLS
Acrobatics DEX +0
Animal Handling WIS +8
Arcana INT +4
Athletics STR +8
Deception CHA -1
History INT +0
Insight WIS +4
Intimidation CHA -1
Investigation INT +0
Medicine WIS +4
Nature INT +4
Perception WIS +8
Performance CHA -1
Persuasion CHA -1
Religion INT +4
Sleight Of Hand DEX +0
Stealth DEX +0
Survival WIS +4
TOOLS
Carpenter's Tools
COMBAT
SPELLS
INVENTORY
FEATURES & TRAITS
NOTES
ABOUT
Platinum: 0
Gold: 1100
Electrum: 0
Silver: 0
Copper: 0
Search...
Show: All
Total Weight: 154.2 lb (Unencumbered)
EQUIPMENT (92 lbs)
Weight
Qty
Enspelled Pole Hammer[EEE] of True Strike
6 lbs
Weapon, Gear
Proficient Weapon Pole Hammer Martial
Enspelled Club of Shillelagh
2 lbs
Weapon, Gear
Proficient Weapon Club Simple
Amulet Holy Symbol
Gear
Shield+1
6 lbs
Shield, Gear
Shield +3 AC
Battleaxe
4 lbs
Melee Weapon, Gear
Versatile (1d10) Proficient Melee Battleaxe Martial
Backpack
5 lbs
Gear
Robes
4 lbs
Gear
Amulet of the Devout +1
Gear
Attuned
Amulet of the Devout +1 Charge
Plate Armor +1
65 lbs
DEFENSES
Resistances
Poison
Vulnerabilities
Immunities
Condition Immunities
CONDITIONS
No Conditions
Add Condition
SENSES
Passive
Investigation INT 10
Insight WIS 14
Perception WIS 18
Other Senses
Darkvision 300
PROFICIENCIES & LANGUAGES
Weapons
Simple Martial
Armor
Light Medium Heavy Shields
Tools
Carpenter's Tools
Languages
Common Dwarvish Undercommon


Medicine WIS +4
Nature INT +4
Perception WIS +8
Performance CHA -1
Persuasion CHA -1
Religion INT +4
Sleight Of Hand DEX +0
Stealth DEX +0
Survival WIS +4
TOOLS
Carpenter's Tools
Weight
Qty
Shield+1
Shield, Gear
Shield +3 AC
6 lbs
Battleaxe
Melee Weapon, Gear
Versatile (1d10) Proficient Melee Battleaxe Martial
4 lbs
Backpack
Gear
5 lbs
Robes
Gear
4 lbs
Amulet of the Devout +1
Gear
Attuned
Amulet of the Devout +1 Charge
Plate Armor +1
Heavy, Gear
Stealth Disadvantage Strength Requirement Proficient Heavy Plate Armor
65 lbs
Cloak of Protection (Scutum Ludus Cloak
Gear
Attuned
Gauntlets of Ogre Power
Gear
Attuned
ATTUNEMENT
Amulet of the Devout +1
Cloak of Protection (Scutum Ludus Cloak
Gauntlets of Ogre Power
Amulet of the Devout +1
Cloak of Protection (Scutum Ludus Cloak
Gauntlets of Ogre Power
OTHER POSSESSIONS (40.2 lbs)
Weight
Qty
Inquisition Robes
Possession
1.5 lbs
Diamond(300gp)
Possession
0.1 lbs
Platinum ring
Possession
0.6 lbs
Passive
Investigation INT 10
Insight WIS 14
Perception WIS 18
Other Senses
Darkvision 300
PROFICIENCIES & LANGUAGES
Weapons
Simple Martial
Armor
Light Medium Heavy Shields
Tools
Carpenter's Tools
Languages
Common Dwarvish Undercommon


Public
Whisper
Advantage
Disadvantage
Automatic
Query
Sheet Settings
TORDIL HILLSTOMPER He/Him
Fighter 5
Goliath
Farmer
Exp: 0/14000
Proficiency Bonus +3
Inspiration
Initiative +0
Level Up
HIT POINTS
59 / 59
Current
Max
0
Temp
1
Damage
Heal
Short
Long
Hit Dice
D10 (Fighter)
5 / 5
ABILITIES
STR 18
+4 Mod
+7 Save
DEX 10
+0 Mod
+0 Save
CON 16
+3 Mod
+6 Save
INT 10
+0 Mod
+0 Save
WIS 13
+1 Mod
+1 Save
CHA 8
-1 Mod
-1 Save
AC/SPEED
ARMOR CLASS 20
SPEED (ft) 35
SKILLS
Acrobatics DEX +0
Animal Handling WIS +4
Arcana INT +0
Athletics STR +7
Deception CHA -1
History INT +0
Insight WIS +1
Intimidation CHA -1
Investigation INT +0
Medicine WIS +1
Nature INT +3
Perception WIS +4
Performance CHA -1
Persuasion CHA -1
Religion INT +0
Sleight Of Hand DEX +0
Stealth DEX +0
Survival WIS +1
TOOLS
Carpenter's Tools
COMBAT
SPELLS
INVENTORY
FEATURES & TRAITS
NOTES
ABOUT
Search...
Show: All
ATTACKS
Range
Hit / DC
Damage
Unarmed Strike
Melee
5 ft.
+7 Attack
5
Halberd
Melee
10 ft.
+7 Attack
1d10+4
Battleaxe (One-Handed)
Melee
5 ft.
+7 Attack
1d8+4
Battleaxe (Two-Handed)
Melee
5 ft.
+7 Attack
1d10+4
Heavy Crossbow
Ranged
100/400 ft.
+3 Attack
1d10
WEAPON MASTERY 3/4
Property
Source
Halberd
Cleave
Fighter
Heavy Crossbow
Push
Fighter
Battleaxe
Topple
Fighter
Spear
Sap
Fighter
EFFECT
Mod
Affects
Armor (Defense)
Large Form
Ability Check
ACTIONS
Details
Actions in Combat
Attack, Dash, Disengage, Dodge, Help, Hide, Influence, Magic, Ready, Search, Study, Utilize
Douse Space with Oil
You can take the Utilize action to pour an Oil flask on level ground to cover a 5-foot square area within 5 feet of
Don / Doff Shield
You can don or doff your shield as a Utilize Action.
BONUS ACTIONS
Details
Manifest Echo
At 3rd level, you can use a bonus action to magically manifest an echo of yourself in an unoccupied space
Second Wind
Second Wind
1d10+5
As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level.You can move up to
Tinderbox
Using the tinderbox to light a Candle, Lamp, Lantern, or Torch-or anything else with exposed fuel-takes a Bonus
Large Form
Large Form
Starting at character level 5, you can change your size to Large as a Bonus Action if you're in a big enough space.
DEFENSES
Resistances
Vulnerabilities
Immunities
Condition Immunities
CONDITIONS
No Conditions
Add Condition
SENSES
Passive
Investigation INT 10
Insight WIS 11
Perception WIS 14
Other Senses
Darkvision 0
PROFICIENCIES & LANGUAGES
Weapons
Simple Martial
Armor
Light Medium Heavy Shields
Tools
Carpenter's Tools
Languages
Common Giant Primordial


GROK STONEFIST
Monk 1
Goliath
Sage
Exp: 0/300
Proficiency Bonus +2
LEVEL UP
INSPIRATION
INITIATIVE +2
HIT POINTS
10 / 10
Current
Max
0
Temp
1
Damage
Heal
Short
Long
Hit Dice
D8 (Monk)
1 / 1
ABILITIES
STR 8
-1
+1
Mod
Save
DEX 15
+2
+4
CON 14
+2
+2
INT 12
+1
+1
WIS 17
+3
+3
CHA 8
-1
-1
AC/SPEED
ARMOR CLASS
12
SPEED (ft)
35
SKILLS
Acrobatics DEX +4
Animal Handling WIS +3
Arcana INT +3
Athletics STR -1
Deception CHA -1
History INT +3
Insight WIS +3
Intimidation CHA -1
Investigation INT +1
Medicine WIS +3
Nature INT +1
Perception WIS +3
Performance CHA -1
Persuasion CHA -1
Religion INT +1
Sleight Of Hand DEX +2
Stealth DEX +4
Survival WIS +3
TOOLS
Calligrapher's Supplies
Alchemist's Supplies
COMBAT
SPELLS
INVENTORY
FEATURES & TRAITS
NOTES
ABOUT
Search...
Show: All
ATTACKS
Range
Hit / DC
Damage
Unarmed Strike
Melee
5 ft.
+1 Attack
0
Oil (Creature or Object)
Attack Save
20 ft
DEX 12
5
Toll the Dead - Full Health
Spell Save
60 feet
WIS 13
1d8
Toll the Dead - Missing Hit Points
Spell Save
60 feet
WIS 13
1d12
WEAPON MASTERY
Property
Source
No Masteries
EFFECT
Mod
Affects
Blade Ward
Martial Arts
Shield
Unarmored Defense (Monk)
ACTIONS
Details
Actions in Combat
Attack, Dash, Disengage, Dodge, Help, Hide, Influence, Magic, Ready, Search, Study, Utilize
Douse Space with Oil
You can take the Utilize action to pour an Oil flask on level ground to cover a 5-foot square area within 5 feet of
BONUS ACTIONS
Details
Tinderbox
Using the tinderbox to light a Candle, Lamp, Lantern, or Torch-or anything else with exposed fuel-takes a Bonus Action.
REACTIONS
Details
Reactions in Combat
Opportunity Attack
FREE ACTIONS
Details
No Free Actions
DEFENSES
Resistances
Vulnerabilities
Immunities
Condition Immunities
CONDITIONS
No Conditions
Add Condition
SENSES
Passive
Investigation INT 11
Insight WIS 13
Perception WIS 13
Other Senses
Darkvision 0
PROFICIENCIES & LANGUAGES
Weapons
Scimitar
Shortsword
Hand Crossbow
Simple
Armor
Tools
Calligrapher's Supplies
Alchemist's Supplies
Languages
Common
Giant
Draconic