

Tab 1



HERO FORGE



Theridus Shadowspeaker



THERIDUS SHADOWSPEAKER Height

Fighter 1

Cleric 7 - Twilight Domain

Dwarf

Farmer

Exp: 38675/48000

Proficiency Bonus +3

INSPIRATION

INITIATIVE +0

HIT POINTS

93 / 93 12

Current Max Temp

Damage 1 Heal

Short

Long

Hit Dice D10 (Fighter) 1 / 1 D8 (Cleric) 7 / 7

ABILITIES

STR 13 (+1 Mod, +4 Save)

DEX 10 (+0 Mod, +0 Save)

CON 16 (+3 Mod, +6 Save)

INT 10 (+0 Mod, +0 Save)

WIS 18 (+4 Mod, +4 Save)

CHA 8 (-1 Mod, -1 Save)

AC/SPEED

ARMOR CLASS 21

SPEED (ft) 20

SKILLS

Acrobatics DEX +0

Animal Handling WIS +7

Arcana INT +4

Athletics STR +4

Deception CHA -1

History INT +0

Insight WIS +4

Intimidation CHA -1

Investigation INT +0

Medicine WIS +4

Nature INT +3

Perception WIS +7

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

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ATTACKS	Range	Hit / DC	Damage
Faerie Fire	60 feet	DEX 16	
Spirit Guardians	Self	WIS 16	3dB
Sanctuary	30 feet	WIS 16	
Command	60 feet	WIS 16	
Moonbeam	120 feet	CON 16	2d10
Toll the Dead - Full Health	60 feet	WIS 16	2dB
Toll the Dead - Missing Hit Points	60 feet	WIS 16	2d12
Word of Radiance	Self	CON 16	2d6
Divine Spark	30 ft	CON 15	2dB+4
Turn Undead	30 ft	WIS 15	1dB
Battleaxe (One-Handed)	5 ft.	+4 Attack	1dB+1
Battleaxe (Two-Handed)	5 ft.	+4 Attack	1d10+1
Banishment	30 feet	CHA 16	
Sacred Flame	60 feet	DEX 16	2dB
Cure Wounds Healing			2dB+4
Mass Healing Word Healing			2d4+4
Healing Word Healing			2d4+4

WEAPON MASTERY	Property	Source
Light Crossbow	Slow	Fighter
Battleaxe	Topple	Fighter
Longsword	Sap	Fighter

EFFECT	Mod	Affects
Armor (Defense)		

DEFENSES

Resistances

Poison

Vulnerabilities

Immunities

Condition Immunities

CONDITIONS

No Conditions

Add Condition

SENSES

Passive

Investigation INT 10

Insight WIS 14

Perception WIS 17

Other Senses

Darkvision 300

PROFICIENCIES & LANGUAGES

Weapons

Simple Martial

Armor

Light Medium Heavy

Shields

Tools

Carpenter's Tools

Languages

Common Dwarvish Undercommon

STR 13 (+1 Mod, +4 Save) | DEX 10 (+0 Mod, +0 Save) | CON 16 (+3 Mod, +6 Save) | INT 10 (+0 Mod, +0 Save) | WIS 18 (+4 Mod, +4 Save) | CHA 8 (-1 Mod, -1 Save)

ARMOR CLASS 21 | SPEED (ft) 20

SKILLS

- Acrobatics DEX +0
- Animal Handling WIS +7
- Arcana INT +4
- Athletics STR +4
- Deception CHA -1
- History INT +0
- Insight WIS +4
- Intimidation CHA -1
- Investigation INT +0
- Medicine WIS +4
- Nature INT +3
- Perception WIS +7
- 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

DC 15 | WIS +7

Search...

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Spell Name	Range	Hit / DC	Damage
CANTRIPS			
Mending	Touch		
Toll the Dead	60 feet	WIS 16	2d8
Word of Radiance	Self 5 foot	CON 16	2d6
Guidance	C Touch		
Sacred Flame	60 feet	DEX 16	2d8
1ST			
Sleep	90 feet 20 ft		
Faerie Fire	C 60 feet 20-foot	DEX 16	
Bless	C 30 feet		
Cure Wounds	Touch		2d8+4
Sanctuary	30 feet	WIS 16	
Command	60 feet	WIS 16	
Healing Word	60 feet		2d4+4
2ND			
See Invisibility	Self		
Aid	30 feet		
Moonbeam	C 120 feet 5 ft radius*	CON 16	2d10
Lesser Restoration	Touch		
3RD			
Leomund's Tiny Hut	R Self 10 ft radius		
Aura of Vitality	C Self 30 ft		
Spirit Guardians	C Self 15 foot	WIS 16	3d8
Mass Healing Word	60 feet		2d4+4
Revivify	Touch		
4TH			
Aura of Life	C Self 30 ft		

DEFENSES

Resistances: Poison

Vulnerabilities:

Immunities:

Condition Immunities:

CONDITIONS

No Conditions

Add Condition

SENSES

Passive

Investigation INT 10

Insight WIS 14

Perception WIS 17

Other Senses

Darkvision 300

PROFICIENCIES & LANGUAGES

Weapons: Simple, Martial

Armor: Light, Medium, Heavy

Shields:

Tools: Carpenter's Tools

Languages: Common, Dwarvish, Undercommon

Tab 2



TORDIL HILLSTOMPER Height

Fighter 5
Goliath
Farmer
Exp: 0/14000
Proficiency Bonus +3

LEVEL UP

INSPIRATION

INITIATIVE +0

HIT POINTS

59 / 59 0
Current Max Temp

Damage 1 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	5 ft.	+7 Attack	5
Halberd	10 ft.	+7 Attack	1d10+4
Battleaxe (One-Handed)	5 ft.	+7 Attack	1d8+4
Battleaxe (Two-Handed)	5 ft.	+7 Attack	1d10+4
Heavy Crossbow	100/400 ft.	+3 Attack	1d10

WEAPON MASTERY	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	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	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, Primal

Tab 3



GROK STONEFIST

Monk 1
Goliath
Sage
Exp: 0/300
Proficiency Bonus +2

INSPIRATION

LEVEL UP

INITIATIVE +2

HIT POINTS

10 / 10 0
Current Max Temp

Damage 1 Heal Short Long

Hit Dice D8 (Monk) 1 / 1

ABILITIES

STR 8	DEX 15	CON 14	INT 12	WIS 17	CHA 8
-1	+2	+2	+1	+3	-1
Mod	Mod	Mod	Mod	Mod	Mod
Save	Save	Save	Save	Save	Save

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...

ATTACKS

	Range	Hit / DC	Damage
Unarmed Strike	5 ft.	+1 Attack	0
Oil (Creature or Object)	20 ft	DEX 12	5
Toll the Dead - Full Health	60 feet	WIS 13	1d8
Toll the Dead - Missing Hit Points	60 feet	WIS 13	1d12

WEAPON MASTERY

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

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