

	Clear Player Data				
	Number of Players		10		
	Award Exp				
	Search Tables				
Player	Adam	Beth	Carol	Dan	
Character Name	Athell	Boondell	Castell	Dethrak	
Active	✓		✓		
Level	3	5	3	20	
Exp Until Level Up	625	3754	625	-	
Current EXP	2075	10246	2075	357789	
Proficiency Bonus	+2	+3	+2	+6	
Max HP	33	122	55	78	
Current HP	23	122	-8	68	
Race	Hobgoblin	UA_Infernal/Asmodeus Tiefling	Forest Gnome	Deep Gnome (Svirfneblin)	
Racial Immunities and Resistances		You have resistance to fire damage	You have advantage on all intelligence, wisdom, and charisma saving throws against magic	You have advantage on all intelligence, wisdom, and charisma saving throws against magic. You have advantage on Dexterity (stealth) checks to hide in rocky terrain	
Class	Cleric	Warlock	UA_Mystic	Wizard	
Height	6'5"	3'7"	5'5"	6'7"	
Weight	222 lbs	200 lbs	155 lbs	277 lbs	
Conditions			Exhausted (LV2)		
Effects			• Disadvantage on ability checks • Speed halved		
Passive Perception	12	14	13	12	
STR	12	13	11	14	
Dex	14	11	18	20	
Initiative Modifier	2	0	4	5	
Lifting/Carrying	Push/Drag/Lift: 180 Carrying Capacity: 360	Push/Drag/Lift: 195 Carrying Capacity: 390	Push/Drag/Lift: 165 Carrying Capacity: 330	Push/Drag/Lift: 210 Carrying Capacity: 420	
Shield				✓	
Armor	Studded Leather	Breastplate		Hide	
Armor Statistics	Light Armor: AC: 12+Dex Modifier	Medium Armor: AC: 14+Dex Modifier (Max 2)		Medium Armor: AC: 12+Dex Modifier (Max 2)	
Special Modifiers	4		2		
AC	18	14	16	16	
<div><input type="checkbox"/> Sanity <input type="checkbox"/> Honor</div>					



Edd	Freddy	Grant	Harold	Irma
Edmond	Fredrick	Gorand	Hadar	Irving
✓	✓		✓	✓
4	3	12	9	13
1755	625	19702	9255	13799
4745	2075	100298	54745	126201
+2	+2	+4	+4	+5
99	444	355	22	144
69	384	255	22	144
Veldaken	Goblin	Dark Elf (Drow)	Wood Elf	Stout Halfling (Stronghearts)
You have advantage on all Intelligence, Wisdom, and Charisma saving throws.		Advantage on saving throws against being charmed, and magic cannot put you to sleep. You have disadvantage on attack rolls and wisdom (perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.	Advantage on saving throws against being charmed, and magic cannot put you to sleep	You have advantage on saving throws against being frightened. You have advantage on saving throws against poison, and resistance against poison damage
Fighter	Rogue	Bard	Barbarian	Druid
4'3"	3'7"	6'3"	5'11"	3'2"
222 lbs	122 lbs	366 lbs	177 lbs	77 lbs
	Deafened		Exhausted (LV1)	
	• A deafened creature can't hear and automatically fails any ability check that requires hearing.		• Disadvantage on ability checks	
16	10	9	13	14
18	20	22	10	8
6	14	14	12	20
-2	2	2	1	5
Push/Drag/Lift: 270 Carrying Capacity: 540	Push/Drag/Lift: 300 Carrying Capacity: 600	Push/Drag/Lift: 330 Carrying Capacity: 660	Push/Drag/Lift: 150 Carrying Capacity: 300	Push/Drag/Lift: 120 Carrying Capacity: 240
	Plate	Studded Leather	✓ Splint	Chain Shirt
	Heavy Armor: AC: 18 Str 15. Stealth: Disadvantage	Light Armor: AC: 12+Dex Modifier	Heavy Armor: AC: 17 Str 15. Stealth: Disadvantage	Medium Armor: AC: 13+Dex Modifier (Max 2)
8	18	7 21	19	3 18



Jack
Jorell
14
9333
155667
+5
233
233
Deep Gnome (Svirfneblin)
You have advantage on all intelligence, wisdom, and charisma saving throws against magic. You have advantage on Dexterity (stealth) checks to hide in rocky terrain
Ranger
2'10"
66 lbs
13
6
12
1
Push/Drag/Lift: 90
Carrying Capacity: 180
Chain Shirt
Medium Armor: AC: 13+Dex Modifier (Max 2)
14