

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

FIGHTER

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d10

DEATH SAVED

SUCCESSSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

CANTRIPS & SPELLS KNOWN

FIGHTING STYLE

LEVEL 1

SECOND WIND

LEVEL 1

ACTION SURGE

LEVEL 2

ELDRITCH KNIGHT FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

ELDRITCH KNIGHT FEATURE

LEVEL 7

INDOMITABLE

LEVEL 9

ELDRITCH KNIGHT FEATURE

LEVEL 10

ELDRITCH KNIGHT FEATURE

LEVEL 15

ELDRITCH KNIGHT FEATURE

LEVEL 18