

lvl	xp	Pro	Class			Name				
1	0	+2	Level			Player				
2	300	+2								
3	900	+2								
4	2.7k	+2								
5	6.5k	+3		Ability	mod	save	un-skilled	skilled		
6	14k	+3	STREngth	F		F	Athletics		FR	
7	23k	+3					melee attack			Initiative (dex mod)
8	34k	+3								naked AC (10 + dex mod)
9	48k	+4	DEXterity	R		R	Acrobatics		FR	AC
10	64k	+4					Sleight of hand		R	
							Stealth		R	Current HPs
							ranged or finesse attack			Hit Points
Ability	Mod		CONstitution			F				Hit Dice (Cd8, Fd10, Rd8, Wd6)
1	-5									
2-3	-4									
4-5	-3		INTelligence	W		RW	Arcana		W	exhaustion levels 0
6-7	-2						History		CFW	Disadvantage on Ability checks 1
8-9	-1						Investigation		RW	Speed halved 2
10-11	0						Nature			Disadv on attacks and saving throws 3
12-13	+1						Religion		CW	HP max halved 4
14-15	+2									Speed reduced to zero 5
16-17	+3		WISdom	C		CW	Animal handling		F	Death 6
18-19	+4						Insight		CFRW	
20-21	+5						Medicine		CW	Death Saves
							Perception		FR	successes
							Survival		F	failures (or hits incurred, crits count as 2 failures)
ft	m	sq								roll a 1 => incur 2 failures, roll a 20 => back to 1 HP
5	1.5	1								
10	3	2	CHArisma			C	Deception		R	
15	4.5	3					Intimidation		FR	Proficiencies
20	6	4	Passive Perception			10 + per	Performance		R	
25	7.5	5					Persuasion		CR	
			dwarf / halfling							
30	9	6								
			human / elf							
35	10.5	7								
40	12	8	Speed	ft	m	sq				Melee: STR mod + prof / Ranged or Finesse: DEX mod + prof
45	13.5	9								Weapon
50	15	10								Fine- sse
55	16.5	11								Attack
60	18	12								Damage
65	19.5	13								Ranges
70	21	14								
75	22.5	15								Melee: dice + STR mod / Ranged or Finesse: dice + DEX mod
80	24	16								
85	25.5	17								