D&D

Veljean Evola
CHARACTER NAME

Battle Master Fighter 3 [1]
CLASS(ES) & LEVEL(S)   PLAYER NAME

LEVEL
3

Variant Human   1,020 [2]   2,700
RACE   EXPERIENCE   NEXT LEVEL

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[3] [4]

STR
+2
14

14

DEX
+3
16

15 | 1

CON
+3
16

15 | 1

INT
-1
8

8

WIS
+0
10

10

CHA
+1
12

12

✦ INSPIRATION

+2 PROFICIENCY BONUS

- ⦿ +4 Strength
- ○ +3 Dexterity
- ⦿ +5 Constitution
- ○ -1 Intelligence
- ○ +0 Wisdom
- ○ +1 Charisma

SAVING THROWS

- ⦿ +5 Acrobatics (Dex)
- ○ +0 Animal Handling (Wis)
- ○ -1 Arcana (Int)
- ⦿ +4 Athletics (Str)
- ⦿ +3 Deception (Cha)
- ○ -1 History (Int)
- ○ +0 Insight (Wis)
- ⦿ +3 Intimidation (Cha)
- ○ -1 Investigation (Int)
- ○ +0 Medicine (Wis)
- ○ -1 Nature (Int)
- ○ +0 Perception (Wis)
- ○ +1 Performance (Cha)
- ○ +1 Persuasion (Cha)
- ○ -1 Religion (Int)
- ○ +3 Sleight of Hand (Dex)
- ⦿ +5 Stealth (Dex)
- ○ +0 Survival (Wis)

SKILLS [9]

HP
[5]

18 AC   **+3** INIT   **30 ft** SPEED

Hit Point Max   31

CURRENT HIT POINTS

Condition

TEMPORARY HIT POINTS

3d10
HIT DICE

SUC. ○ ○ ○
FAIL. ○ ○ ○
DEATH SAVES

BACKGROUND: Criminal [6]

I blow up at the slightest insult.

World-weary outlook.

PERSONALITY TRAITS

Greed.

will do whatever it takes to become wealthy.

IDEALS

I am trying to pay off and old debt.

BONDS

If there is a plan I'll foget it.

If I don't forget it I ignore it.

FLAWS

ALIGNMENT:

NAME	ATK BONUS	DAMAGE/TYPE
Duelist Rapier	+5	1d8+3[piercing]+2[piercing]|***Martial Melee Weapon Attack.*** Finesse
Scimitar	+5	1d6+3[slashing]|***Martial Melee Weapon Attack.*** Finesse, Light
	-	-
	-	-
	-	-

ATTACKS & NOTES

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10 PASSIVE WISDOM (PERCEPTION)

Armor Proficiencies: All Armor, Shields
Weapon Proficiencies: Simple and Martial Weapo
Vehicle Proficiencies: [10]
3 Tool Proficiencies: [11]
Other Proficiencies: [12]
Other Speeds: -

PROFICIENCIES

Common
Dwarvish

LANGUAGES [13]

Chain Mail
Shield
Common Clothes

EQUIPPED ITEMS

Fighting Style: Duelist [14]

Second Wind [15]

Action Surge

Combat Superiority (d8) 4/long rest [16]

- Maneuver save DC13

- Parry [17]

- Precision Attack [18]

- Riposte [19]

Feat: Heavy Armor Master [20]

FEATURES & TRAITS   [21]

Right click and 'Insert note' to add details on any box.

20	6 ft.	182 lb.	m
AGE	HEIGHT	WEIGHT	SIZE
Male	Brown	Black	Lots
GENDER	EYES	HAIR	SKIN

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

[22]

HEADER   COLOR SCHEME

APPEARANCE URL   SYMBOL URL

CUSTOMIZATION

CHARACTER BACKSTORY

[1] Enter your first chosen class first. If you have a subclass, enter it anywhere before another class, e.g. "Champion Fighter 4 Berserker Barbarian 3"
The first class entered will be used to determine your 1st level hit die and saving throw proficiencies.

Important: Do not neglect to set your Subclass. Under various circumstances, not intentionally setting a subclass can end up with the sheet giving you a subclass you don't have.

[2] When you update your experience total, most other fields will automatically update as you level up. Also adjust the CLASS cell accordingly, the level or sum of levels from there needs to match your total level.

[3] Enter your base ability score, before any modifiers, in the cell in this column UNDER each Ability Score block. The cells with 00 in them.

[4] Enter Ability Score Improvements and racial Ability CHOICES in the cell in this column UNDER each Ability Score block.

When this cell turns blue, it means you have racial Ability Scores Increases to choose below.

[5] IF you roll for HP, input your maximum HP according to hit die from 1st level here without con mod, then each line after is for the amount rolled on hit dice for each level. If you enter nothing in this column, it assumes average.

[6] Your background gives you skills. If you want to modify which skills a background lets you choose, or you want to add new backgrounds, they're the one piece of customization done on this page. If you unhide the columns to the right (by clicking/tapping the tiny little arrows that show up on the "AP" column header, thanks google /s), you'll find the Backgrounds listed starting in cell AX69, the associated skills starting in AY69, the number of extra languages starting in AZ69, the number of tool proficiencies granted starting in BA69, and the number of vehicle proficiencies granted starting in BB69. You can alter the skills to be any two you desire or add to the list of recognized Backgrounds by adding the Background to the AX column, its associated skills to the AY column, and its number of languages, tools, and vehicles proficiencies to the proper columns, starting at row 82.

[7] Overriding Initiative Advantage and Disadvantage

Enter 'adv' in this cell to override for advantage on initiative.

Enter 'dis' in this cell to override for disadvantage on initiative.

Enter almost anything else in this cell to override to normal initiative.

[8] Overriding Advantage and Disadvantage

Enter 'adv' in this column to override for advantage.

Enter 'dis' in this column to override for disadvantage.

Enter almost anything else in this column to override to normal.

[9] Skill names get colored and underlined until you select what you are granted by your class, race, and background.

Class skills are blue.

Racially granted skills are purple.
When you have a choice of racial skills, they are magenta.

Background skills are dark orange.

[10] The sheet doesn't automatically populate any vehicle proficiencies. It just counts how many you should have. Fill this in yourself.

[11] The sheet doesn't automatically populate any tool proficiencies. It just counts how many you should have. Fill this in yourself.

[12] Add any bonus proficiencies to this cell. Things like Kensei's weapon proficiencies (don't forget to mark it as a Monk Weapon on the Attack Info sheet) or weapon proficiencies from the Weapon Master Feat or the two Martial Weapon proficiencies for Hobgoblins.

[13] This only autofills with languages from your race. If you gain languages from another source, enter them on the lines after the automatically populated ones.

[14] +2 to damage when fighting with one weapon.

[15] d10+3

[16] Four dice
per short or long rest

[17] When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

[18] When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

[19] When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

[20] You can use your armor to deflect strikes that would kill others. You gain the following benefits:

• Increase your Strength by 1, to a maximum of 20.

• When wearing heavy armor, bludgeoning, slashing and piercing damage you take from non-magical weapons is reduced by 3.

[21] Formulas check what is written here. Fighting Styles are supported with the exception of Protection, as are most Feats that matter for the sheet For feats and fighting styles, enter in
"Feat: [feat name]" format:
e.g.
Feat: Mobile
Feat: Dual Wielder
Fighting Style: Dueling

Some abilities let you choose things, like saving throw proficiencies. Include those things in parentheses, e. g. Iron Mind (Wisdom).

If you take the Skilled feat, put your chosen skills in parentheses, e.g. Skilled (Acrobatics, Athletics, Performance)

[22] If you want to add your own custom header image, unhide the columns on the right and follow the link to one of the "blank" headers, make your own, and then add it to the list.