

Sota

CHARACTER NAME

Monk 1 / Fighter 3 Hermit

CLASS & LEVEL

BACKGROUND

Alex

PLAYER NAME

Human

RACE

Chaotic good

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+1

13

CONSTITUTION

+1

12

INTELLIGENCE

+0

11

WISDOM

+0

10

CHARISMA

-1

8

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☒ +3 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☒ +3 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +0 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☒ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☒ +3 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 + 3d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

There is no limit to what the human body can do. Out to prove myself.

PERSONALITY TRAITS

Dedication

IDEALS

Masters of their art

BONDS

Stubborn

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Unarmed

+5

1d4+5/b

Heavy Pun

+0

1d4+15/b

Armor: None

Shield: None

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Simple weapons, shortwords, unarmed, one type of artisan's tools or one musical instrument, light armor, medium armor, shields, simple weapons, martial weapons.

Languages:

Common, Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

Instrument, herbalism kit, clothes, weaver's tools

EQUIPMENT

(See Features Page)

--Action Surge

--Combat Superiority (d8)

--Disarming Attack

--Discovery

--Distracting Strike

--Fighting Style (Dueling)

--Great Weapon Master

--Martial Arts

--Precision Attack

--Second Wind

--Student of War

--Unarmored Defense

FEATURES & TRAITS

Features and Magic Items

Sota

Subclasses

Subclass: Battle Master

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well-rounded fighters of great skill and knowledge

Features

Action Surge

Source: Fighter

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Combat Superiority (d8)

Source:

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers: You learn three maneuvers of your choice, which are detailed under Maneuvers below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice: You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws: Some of your maneuvers require your target to make a saving throw to resist the maneuvers effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Disarming Attack

Source: Fighter Maneuver (Battle Master)

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that its holding. You add the superiority die to the attacks damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Discovery

Source: Background (Hermit)

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

Work with your DM to determine the details of your discovery and its impact on the campaign.

Distracting Strike

Source: Fighter Maneuver (Battle Master)

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attacks damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Fighting Style (Dueling)

Source: Fighter

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Master

Source: Feats

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Martial Arts

Source: Monk

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for

Precision Attack

Source: Fighter Maneuver (Battle Master)

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.

Second Wind

Source: Fighter

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Student of War

Source: Fighter (Battle Master)

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

Unarmored Defense

Source: Monk

Beginning at 1st level, while you are wearing no armor and not wearing a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

This bonus is computed in the AC given on the Character Sheet above.

Magic Items