DUNGEONS & DRAGONS®

Velam Milenko	Fighter 3	Sellsword
CHARACTER NAME	CLASS & LEVEL	BACKGROUND
	human	NE
	RACE	ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH	12 (+1)
DEXTERITY	12 (+1)
CONSTITUTION	11 (+0)
INTELLIGENCE	10 (+0)
WISDOM	7 (-2)
CHARISMA	8 (-1)

INSPIRATION

+2 PROFICIENCY BONUS

●	+3	Strength
●	+3	Dexterity
○	___	Constitution
○	___	Intelligence
○	___	Wisdom
○	___	Charisma

SAVING THROWS

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

SKILLS

8 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

-- ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum 12

0 CURRENT HIT POINTS

9L/6M/3S TEMPORARY HIT POINTS

Total DEFENSE

3+1d10 HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Heavy Mace		1d8[+2 n.l.]
Dagger		1d6+1

Melee Bonus: [2+1d10]+1
Ranged Bonus: [2+1d10]+1

ATTACKS & SPELLCASTING

CP	23
SP	4
EP	
GP	4
PP	

20 ft. rope
torch x2
flint and steel

EQUIPMENT

Uncarring, greedy, and paranoid.

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

The son of the former bailiff of Emelle, Raul Milenko, Velam is a tall man in his 20's with greasy black hair to his shoulders. He has a black goatee and sharp blue eyes. When he was fifteen, he left Emelle for Tessenhall with the hopes of becoming a knight under the skilled master at arms there. He was denied, however, for his attitude. He became a sellsword then, doing odd jobs here and there--usually unsavory ones. He still kept in contact with his father, and as one year neared the Harvesttide, his father called upon him again. He called upon his son to fill a bargain that he made--he needed to offer protection to the reeve that night. Velam was told the reeve would pay him, so he accepted. He traveled to Emelle and talked to the reeve, asking his reasons. The reeve explained that he was a simple informer, one of many, however under the present circumstances, he thought protection was necessary. The night continued, and the reeve was killed by Adavald. Velam was injured. In the manor fight, Velam's noninjured leg was hacked by Edric the innkeep, and he was captured. Emund the warehouser proceeded to cut off left leg at the knee and his left arm at the shoulder. Then he left him to die in the ice box.

FEATURES & TRAITS

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CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

PREPARED | SPELL NAME

2

3

4

5

6

7

8

9

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