

SHEETS

There are 3 sheets to this spreadsheet: this instructional sheet, the Front and the Back.

See the tabs below to access them.

PRINTING

Note that you need to print each sheet (there are 2).

When you print, you **MUST** set the print options to:

COLORS & SYMBOLS

The sheet is generally unlocked but some cells have formulas that calculate values. These cells are all highlighted in Green and should generally be left alone unless you know how to use formulas.

The ● (Dot) symbol is used to indicate proficiency or Yes. Some skills include a multiplier, such as x2 or .5 - these correspond to the Expertise trait (where you add double your proficiency) and Jack of All Trades trait (where you add 1/2 your proficiency) to skills. An x means you have disadvantage on the skill - usually due to armor.

SPELLS

Need a list of spells? Check out this spreadsheet!

<http://goo.gl/AFyQ9o>

Print settings

Options

- Current sheet
- All sheets
- Selection
- Repeat row headers on each page
- No gridlines
- Include document title
- Include sheet names
- Include page numbers

Paper size

Letter (8.5" x 11")

Layout

Fit to width
~1 page(s) long

Actual size
1 page(s) wide
~1 page(s) long

Portrait
recommended

Landscape

Print Cancel

Tufast the Furious

17

Human

M

CG

Thor

Character Name

Level

Race

Gender

Alignment

Diety

M

Black

Blue

5'11"

181 lbs

Acolyte

Size

Hair

Eyes

Height

Weight

Background

CORE INFORMATION

ABILITY SCORES		
STR	21	+5
DEX	12	+1
CON	18	+4
INT	10	+0
WIS	20	+5
CHA	10	+0

SAVING THROWS		
		+5
		+1
		+4
		+0
•		+11
•		+6

CLASSES				
Name	Lvl	Hit Dice	HP	Con
Cleric	17	17d8	81	68
Total:		17	81	68

Current XP
235,762

Move Base
30' 30

SKILLS

Roll	Skill	Prof	Adv
+1	Acrobatics (Dex)		
+5	Animal Handling (Wis)		
+0	Arcana (Int)		
+5	Athletics (Str)		
+0	Deception (Cha)		
+0	History (Int)		
+11	Insight (Wis)	•	
+0	Intimidation (Cha)		
+0	Investigation (Int)		
+11	Medicine (Wis)	•	
+0	Nature (Int)		
+11	Perception (Wis)	•	
+0	Performance (Cha)		
+0	Persuasion (Cha)		
+6	Religion (Int)	•	
+1	Sleight of Hand (Dex)		
+1	Stealth (Dex)		
+5	Survival (Wis)		

21 Passive Insight
21 Passive Perception
+6 Proficiency Bonus

COMBAT

Hit Points
149

AC
22

Armor Dex
12 0
Misc 1 Misc 2

Armor Worn	Type	AC	Dex	DA	Wt.
Plate +1	H	9	0	X	
Shield	Shld	3			
Total:		12	0	X	0

Hit Dice
17d8

Death Saves
Success ○○○○
Failure ○○○○

Inspiraton

Ammunition
○○○○○○○○○○○○○○○○○○○○

Weapon & Spells	Hit	#Atk	Damage	Rng	Crit	Type	Notes
Odyn Son (Warhammer +2)	+13	1	1d8+7 (+2d8 thunder (+2d8 vs constructs) Can convert to lightning damage as a reaction.			B	Versatile 1d10

Special Attacks
Wrath of the Storm: When hit use reaction to do 2d8 lightning or thunder damage. Dex save for half (DC: 16). Use 5x/"day"
Robot slayer +1d4 atk/dmg vs robots

Special Defenses
Feat: Heavy Armor Master - non-magical bludgeoning, slashing, or piercing damage received reduced by 3.
Resistance to bludgeoning (armour)
Resistance to thunder or lightning (see Odyn Son)

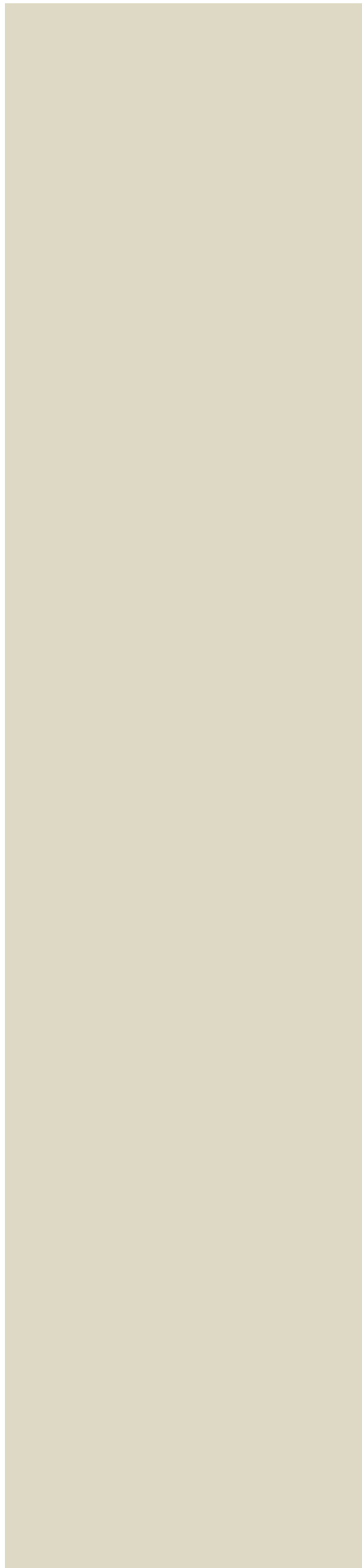
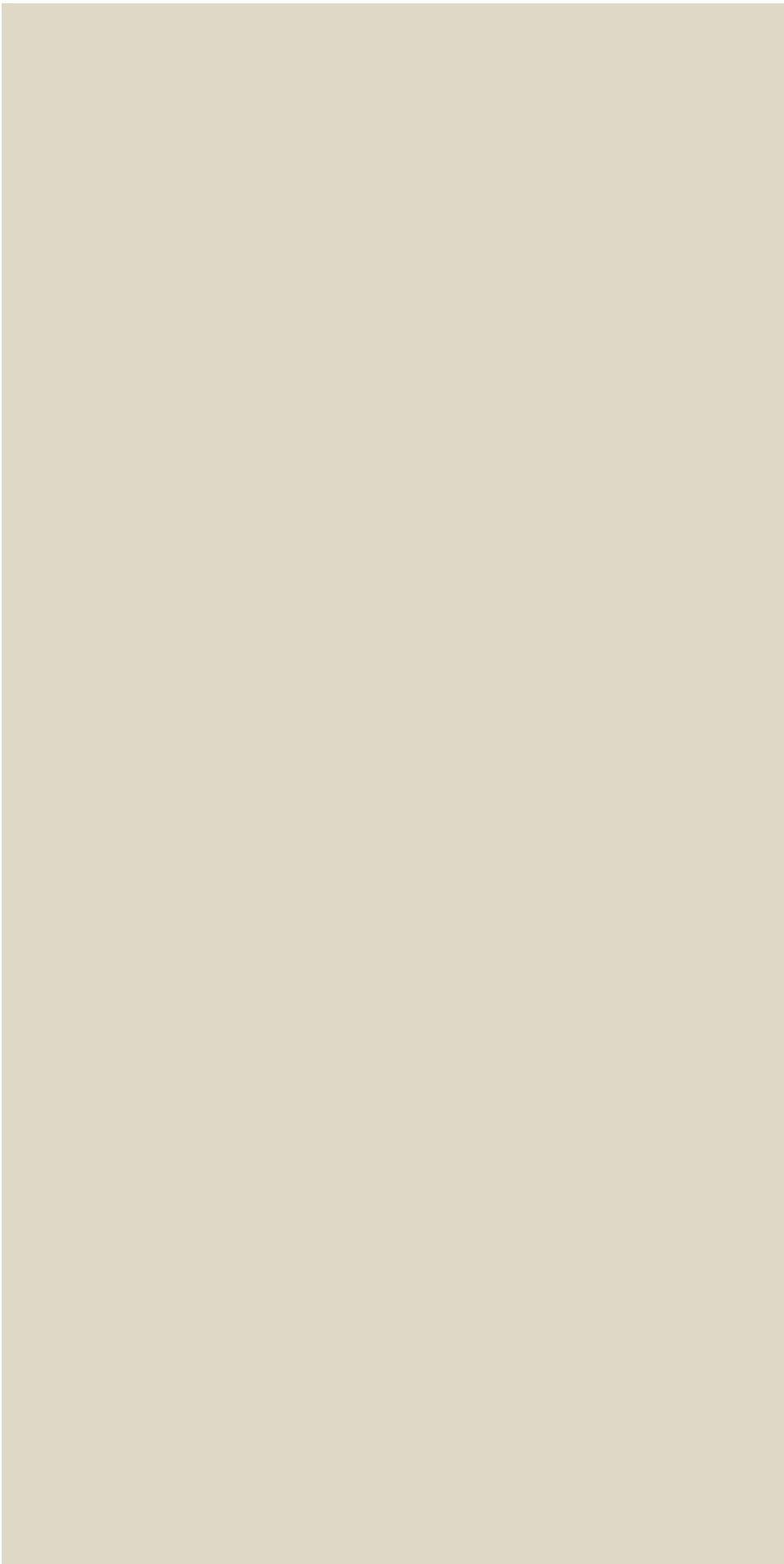
PROFICIENCIES

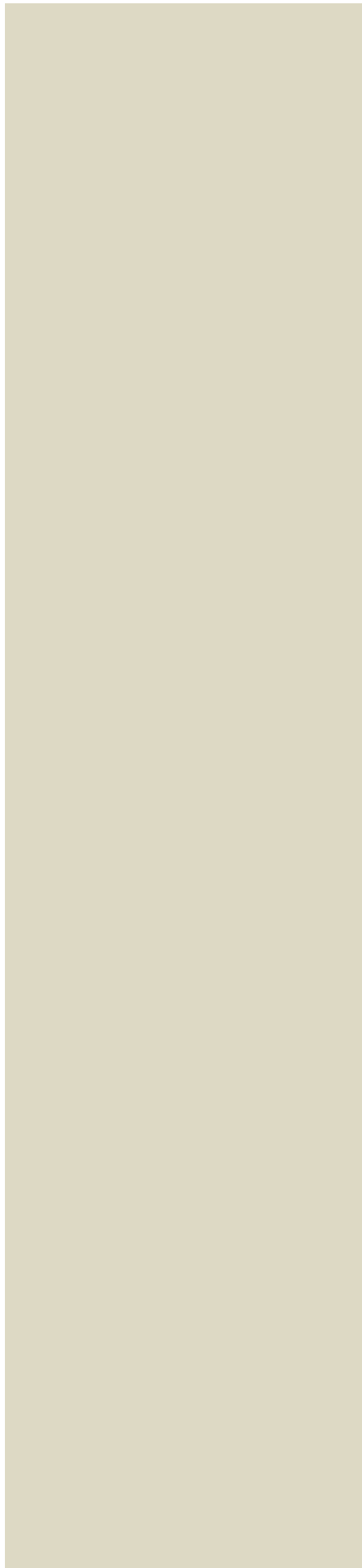
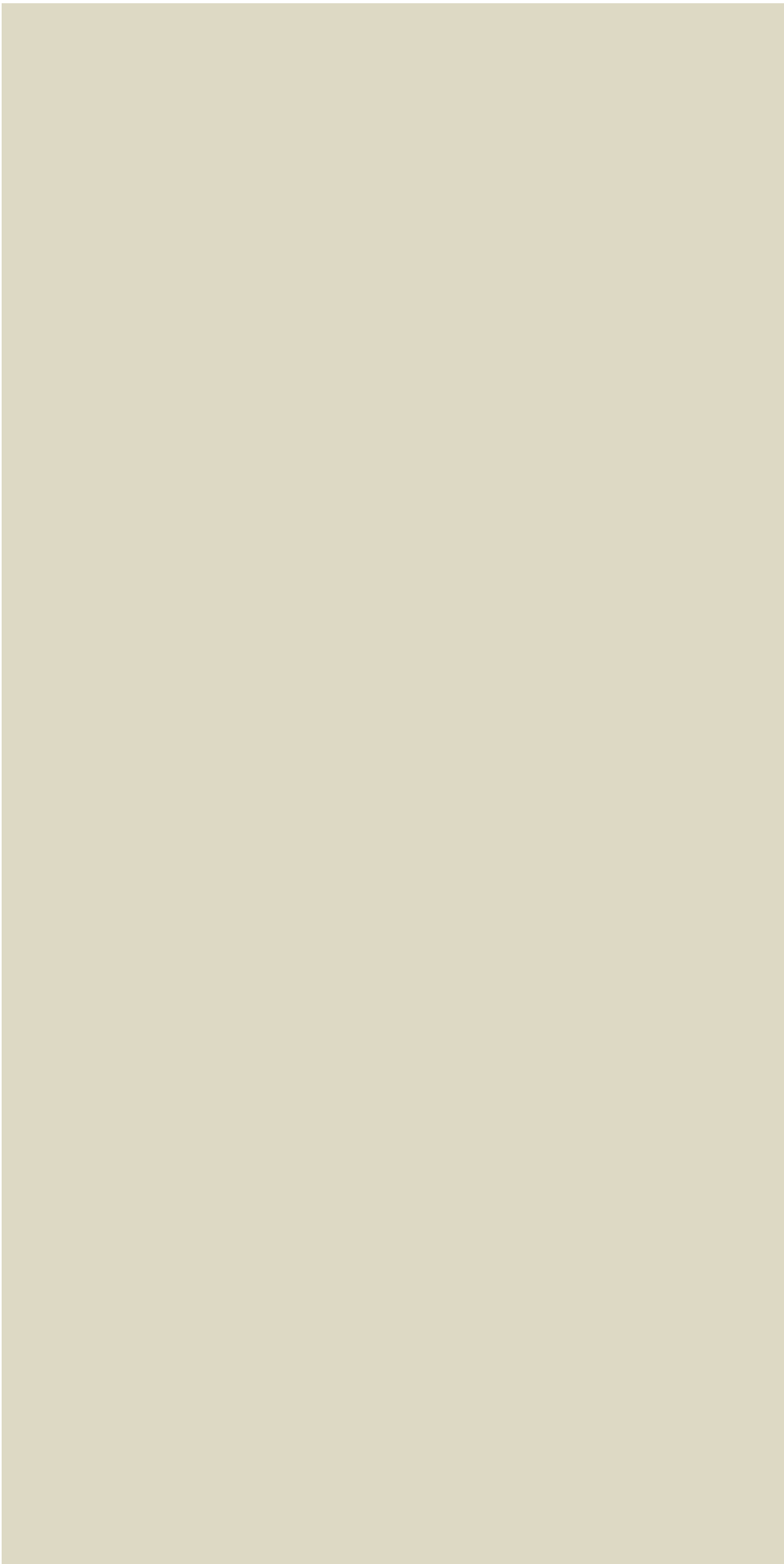
Languages: Common, Orc, Celestial

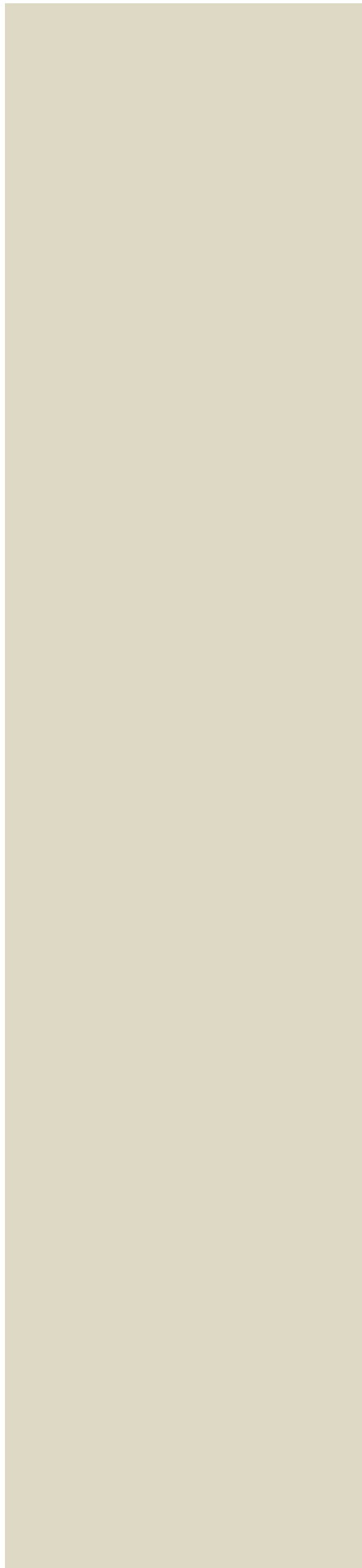
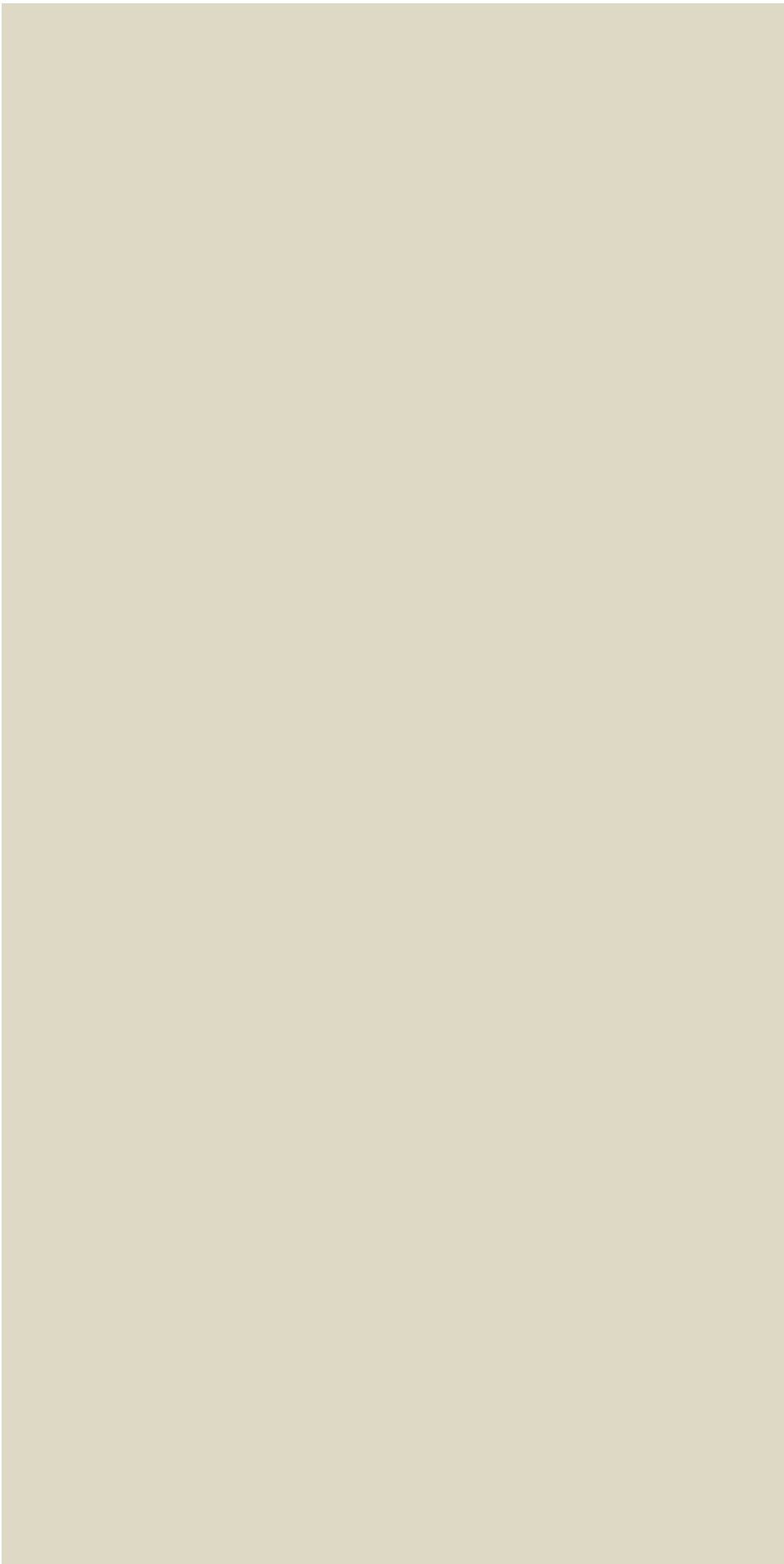
FEATURES & ABILITIES

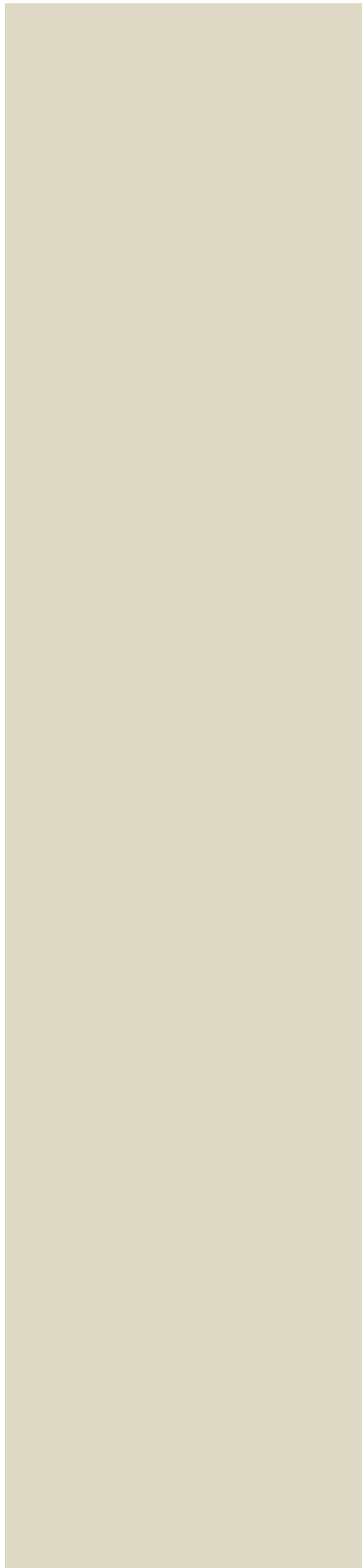
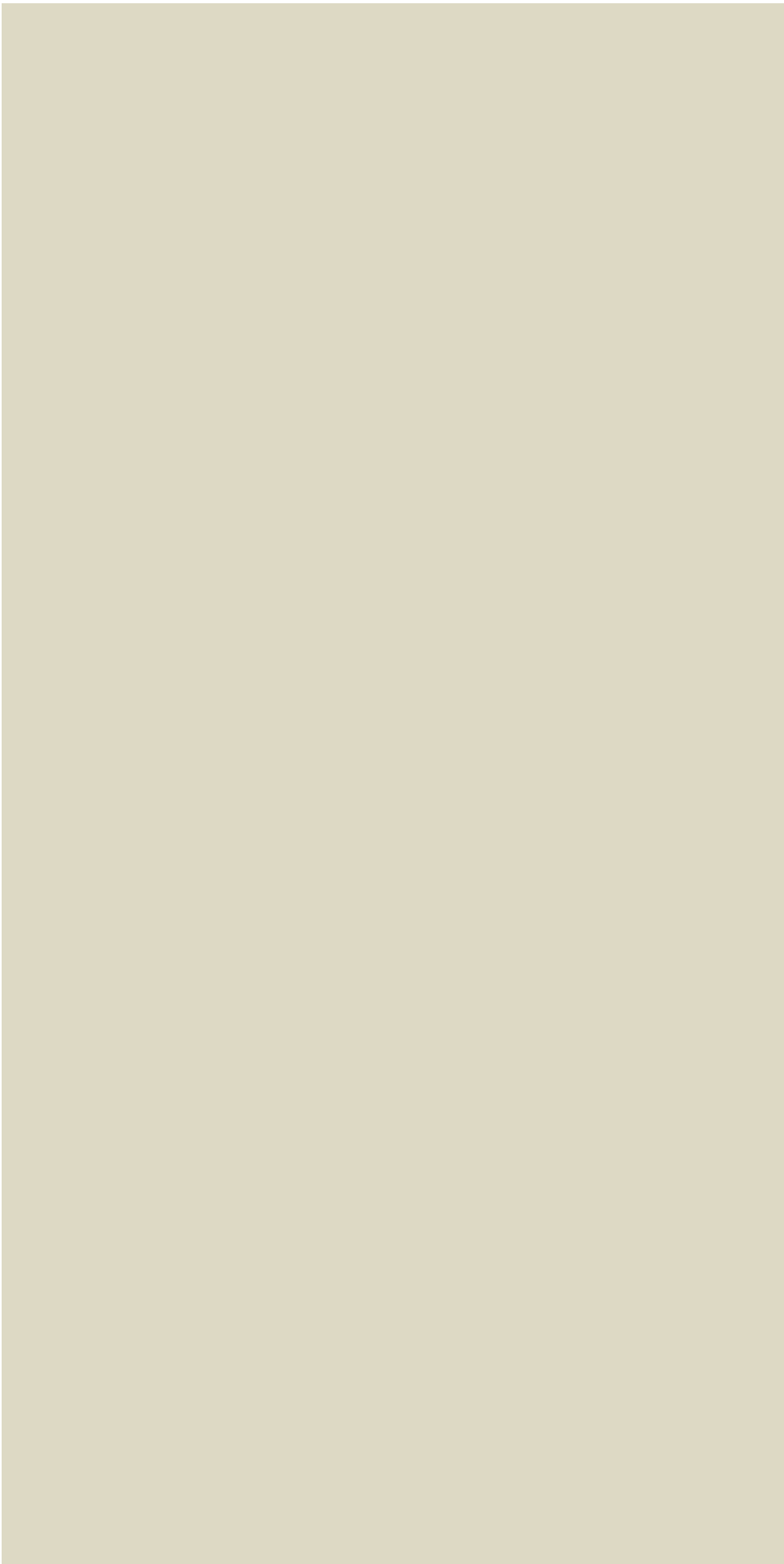
Divine Domain: Tempest
Shelter of the Faithful
Channel Divinity (2/short rest) - Turn Undead (Destroy CR 3-)
Divine Intervention (15%) Once per 7 days (success) or after long rest (if fail)
Warcaster

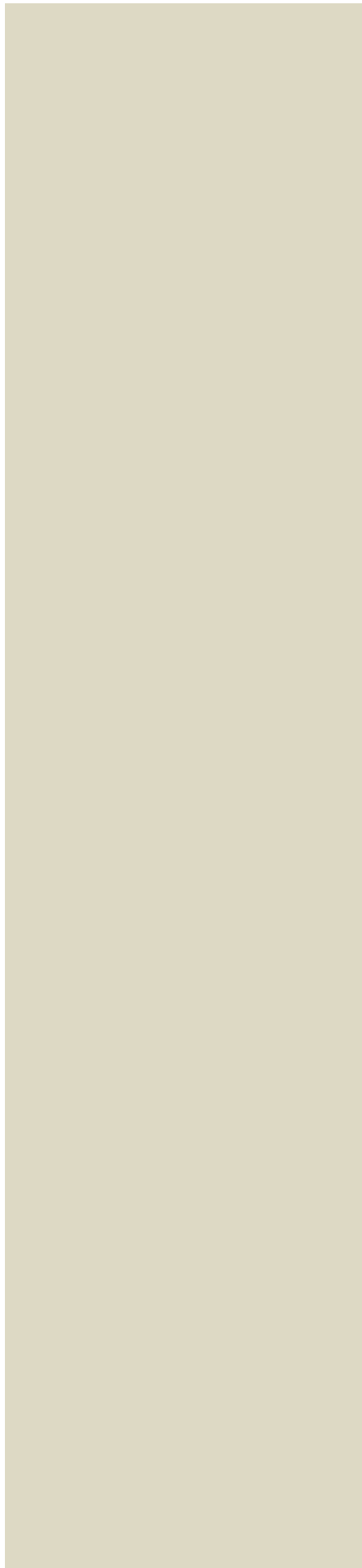
Stormborn - flying speed equal to movement when outdoors (above ground).

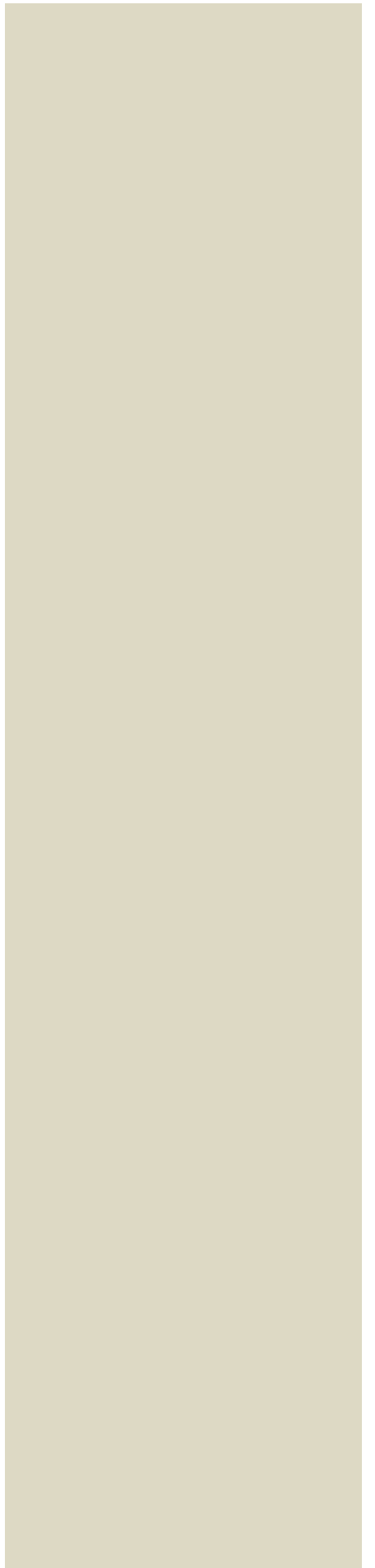
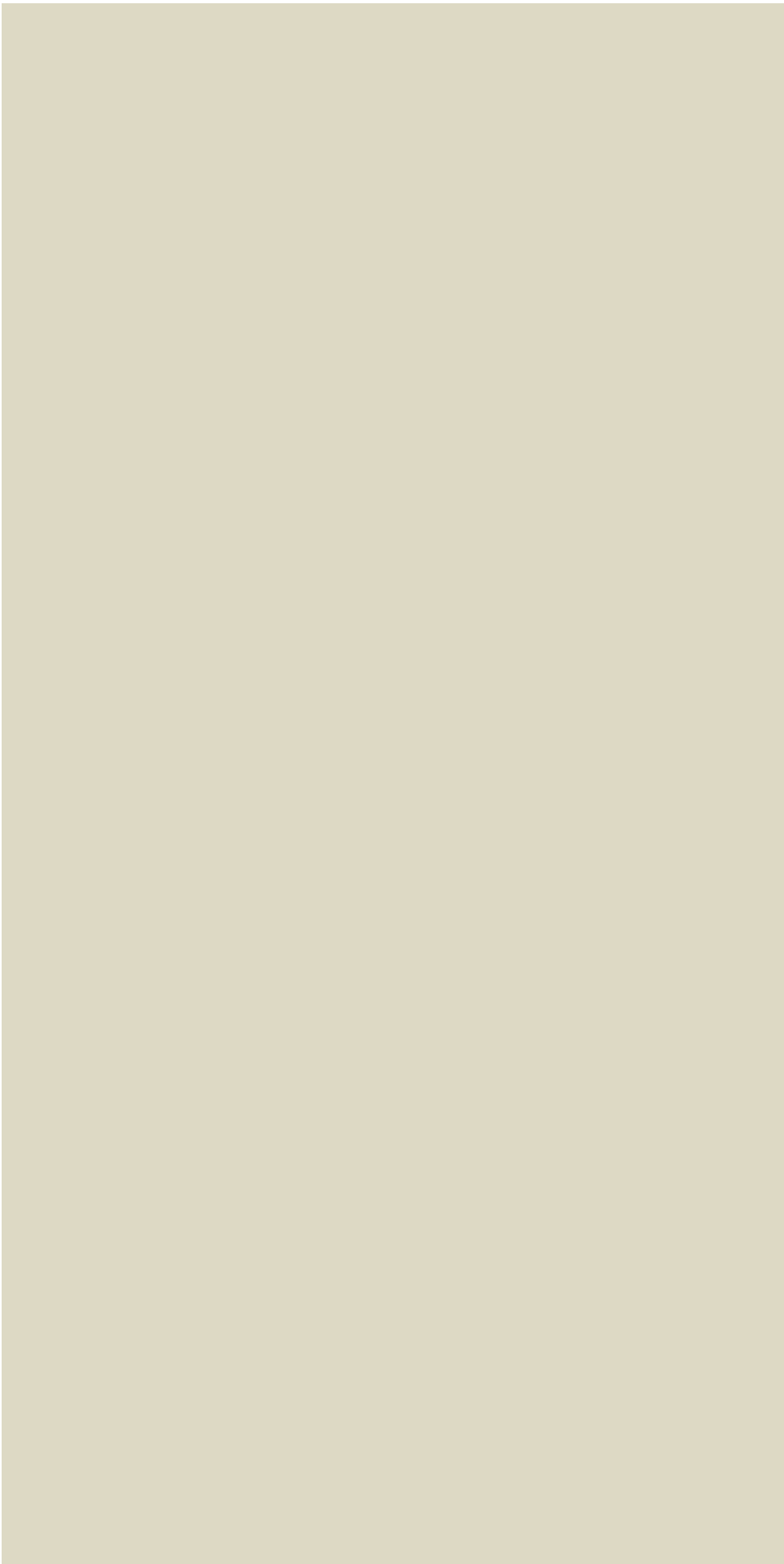


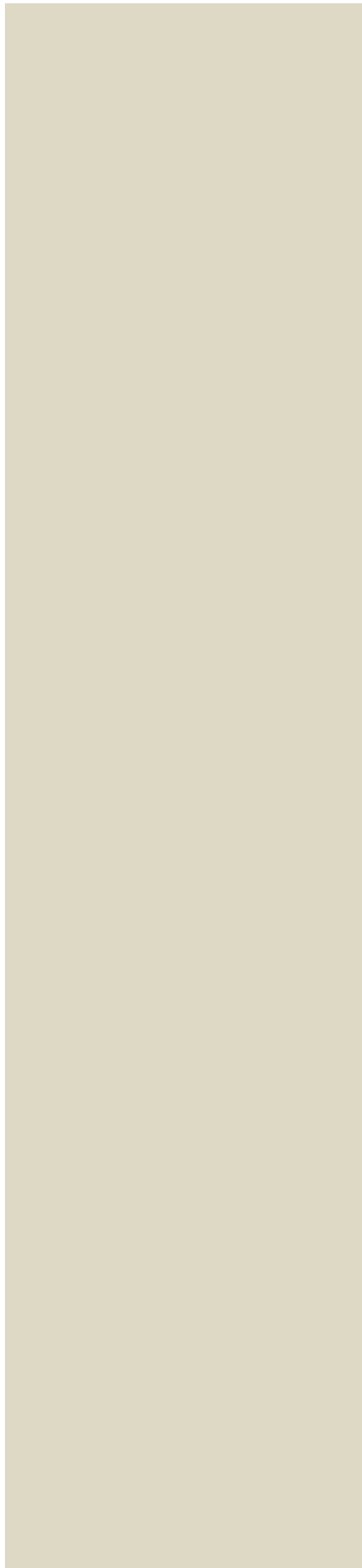
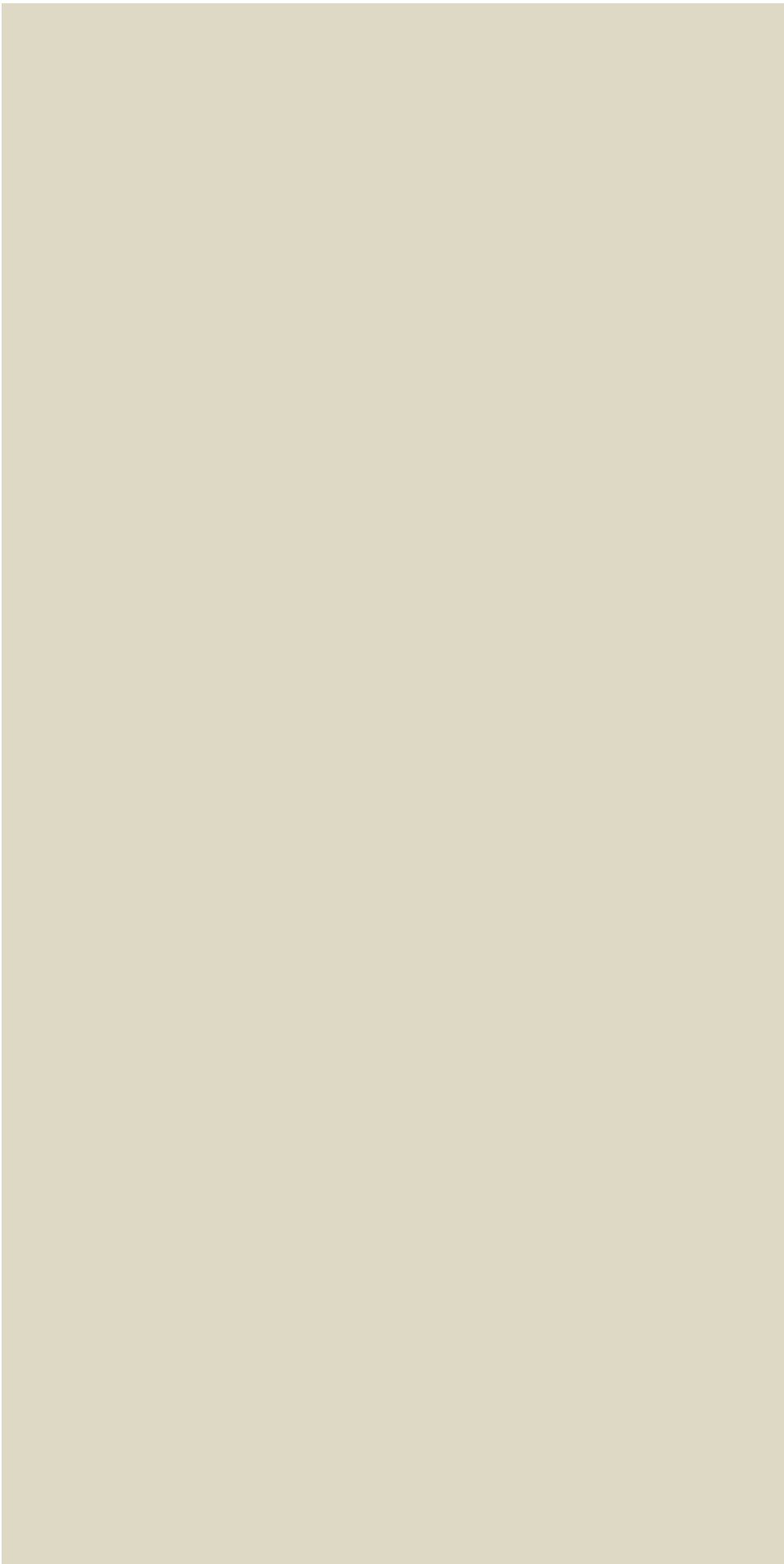


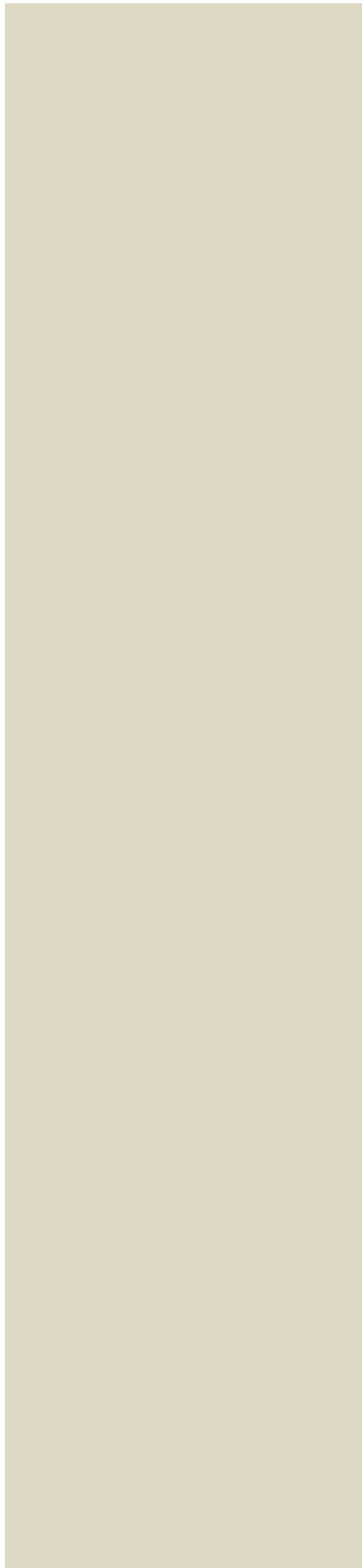
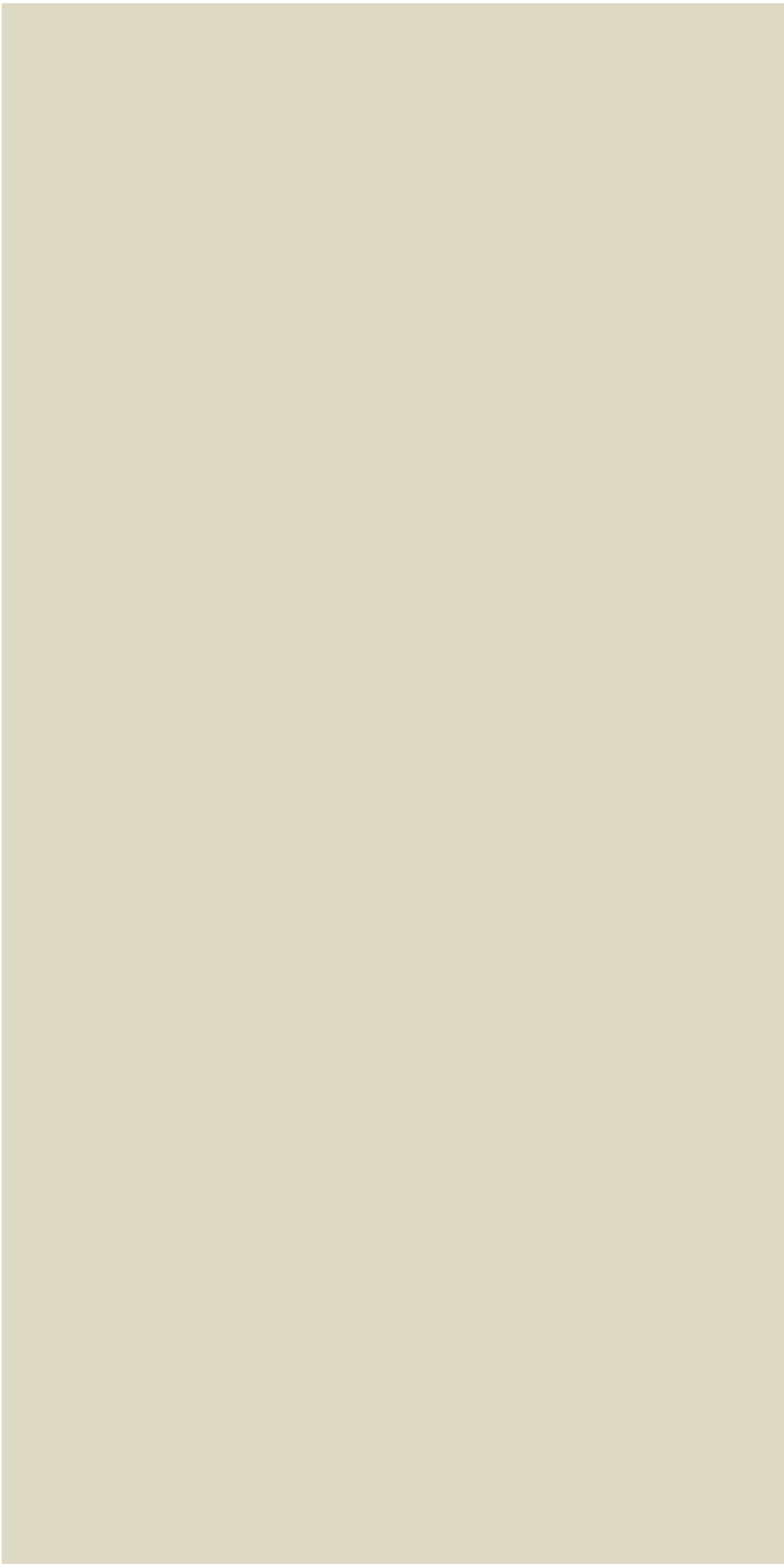


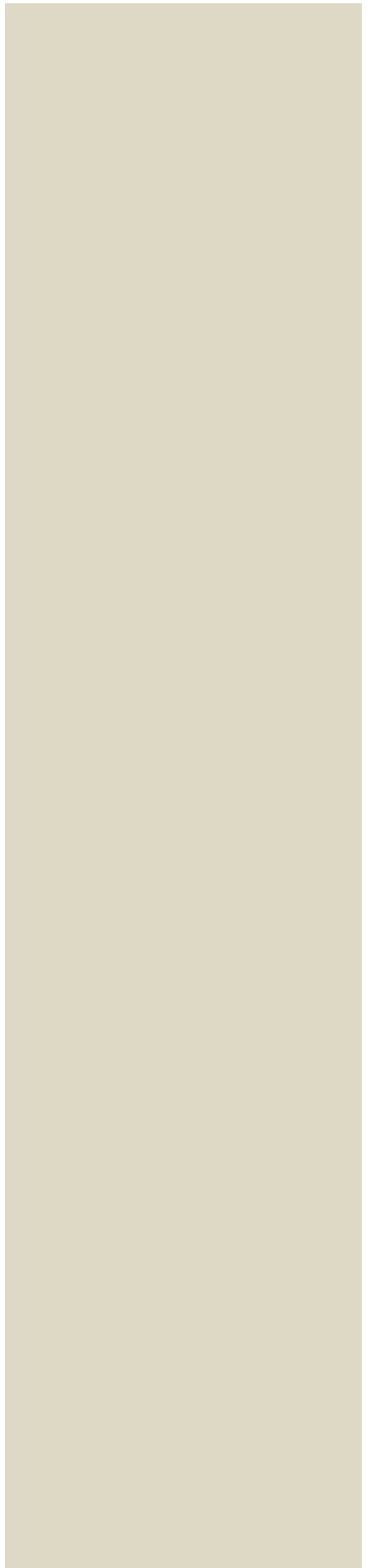
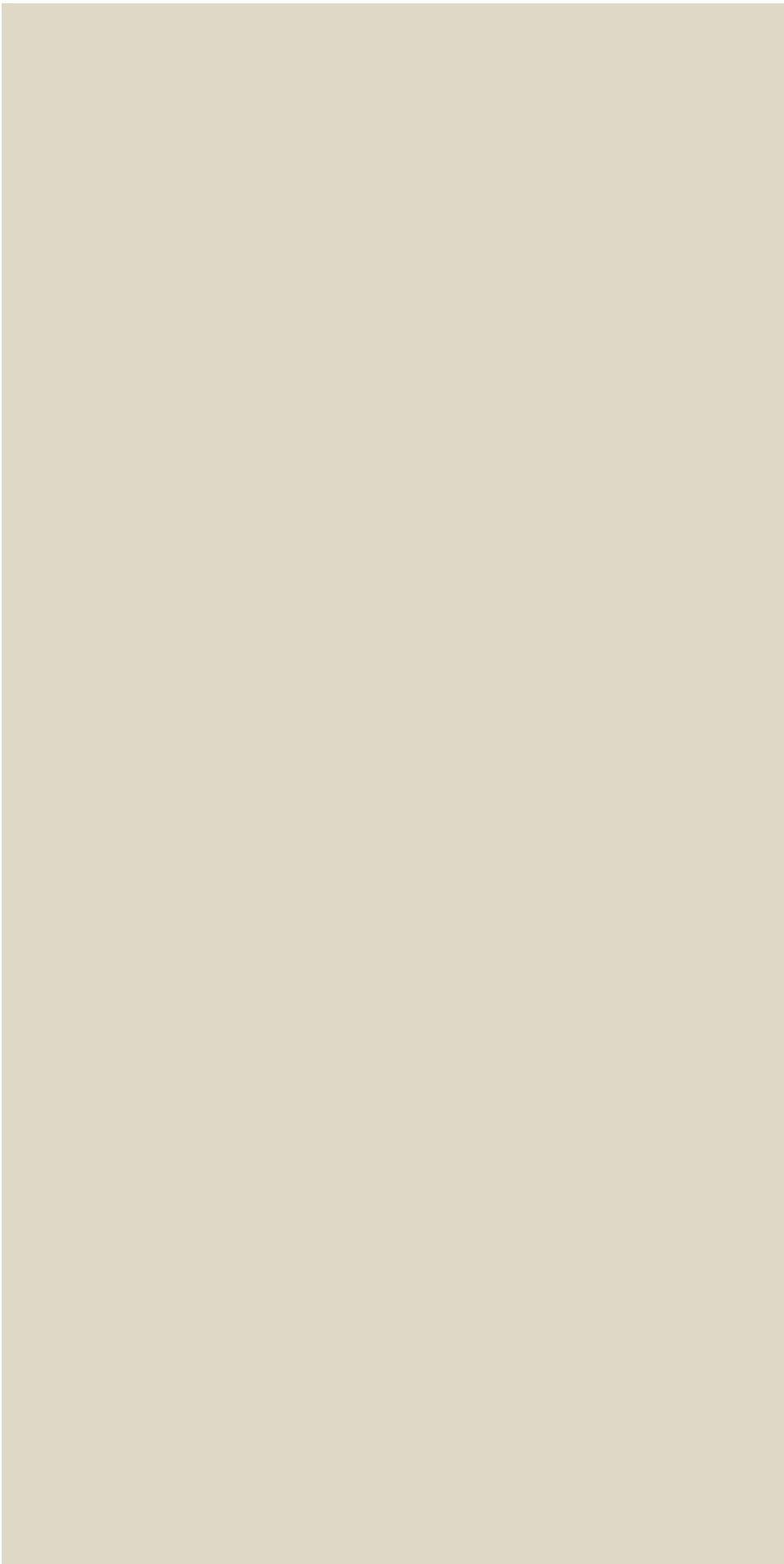


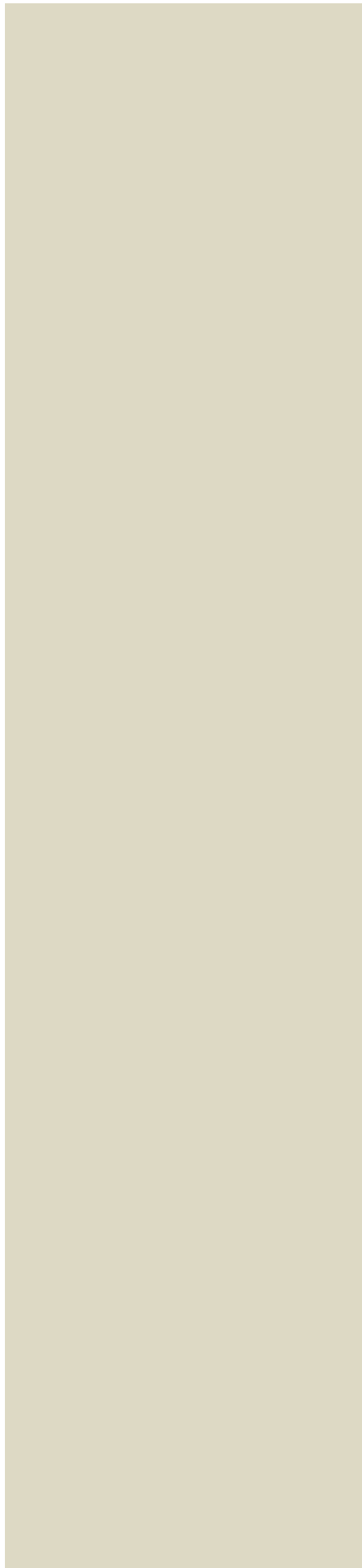
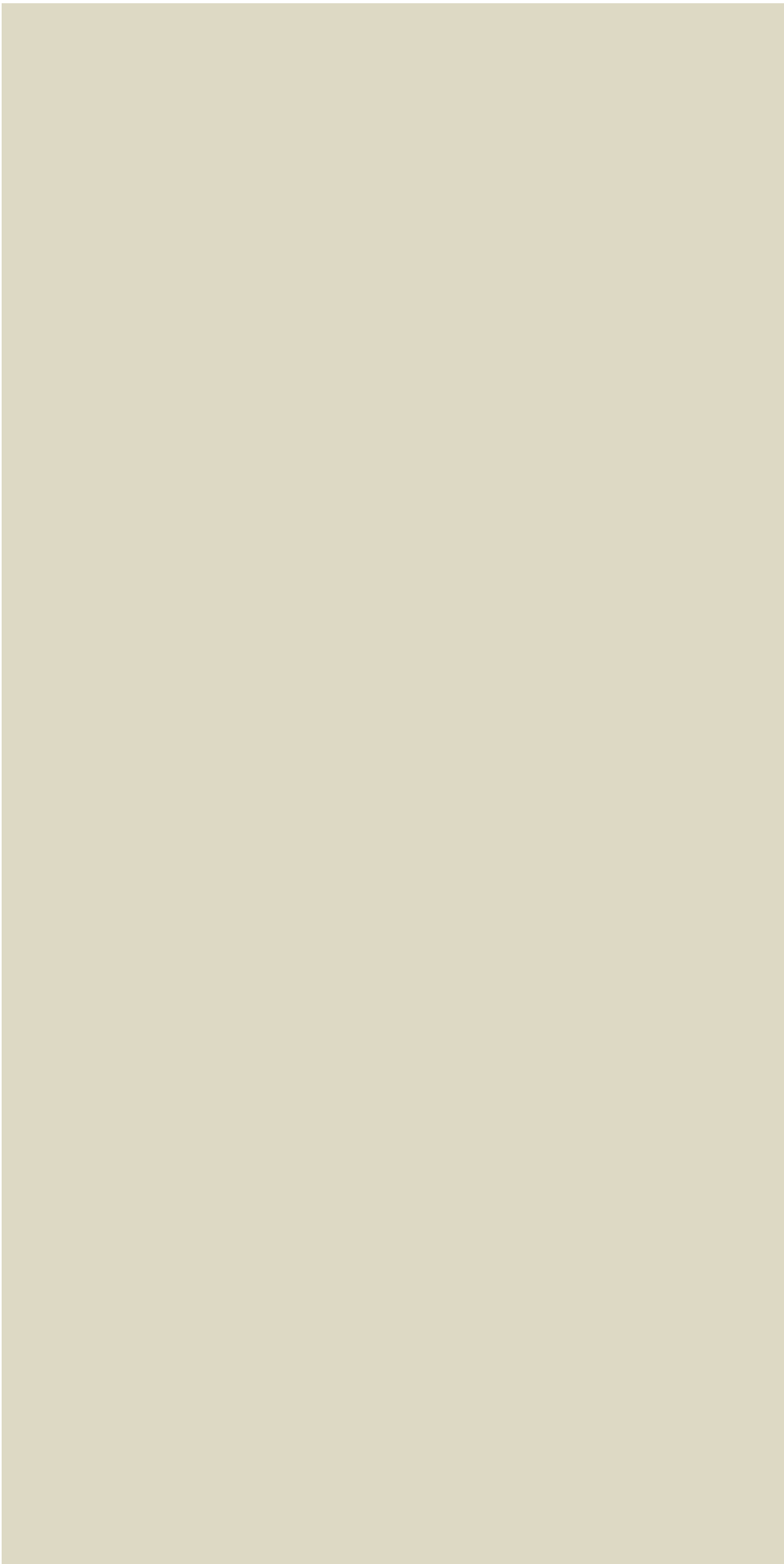


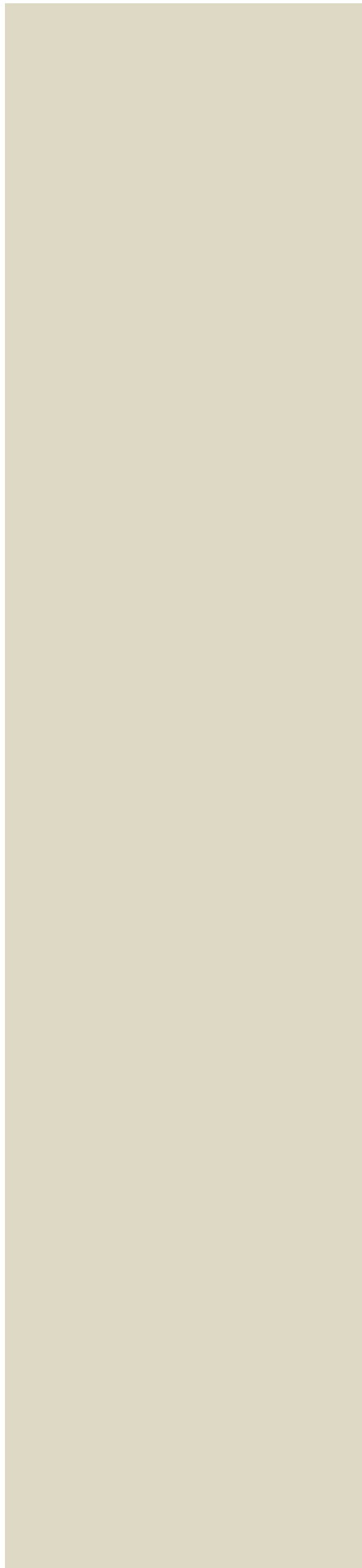
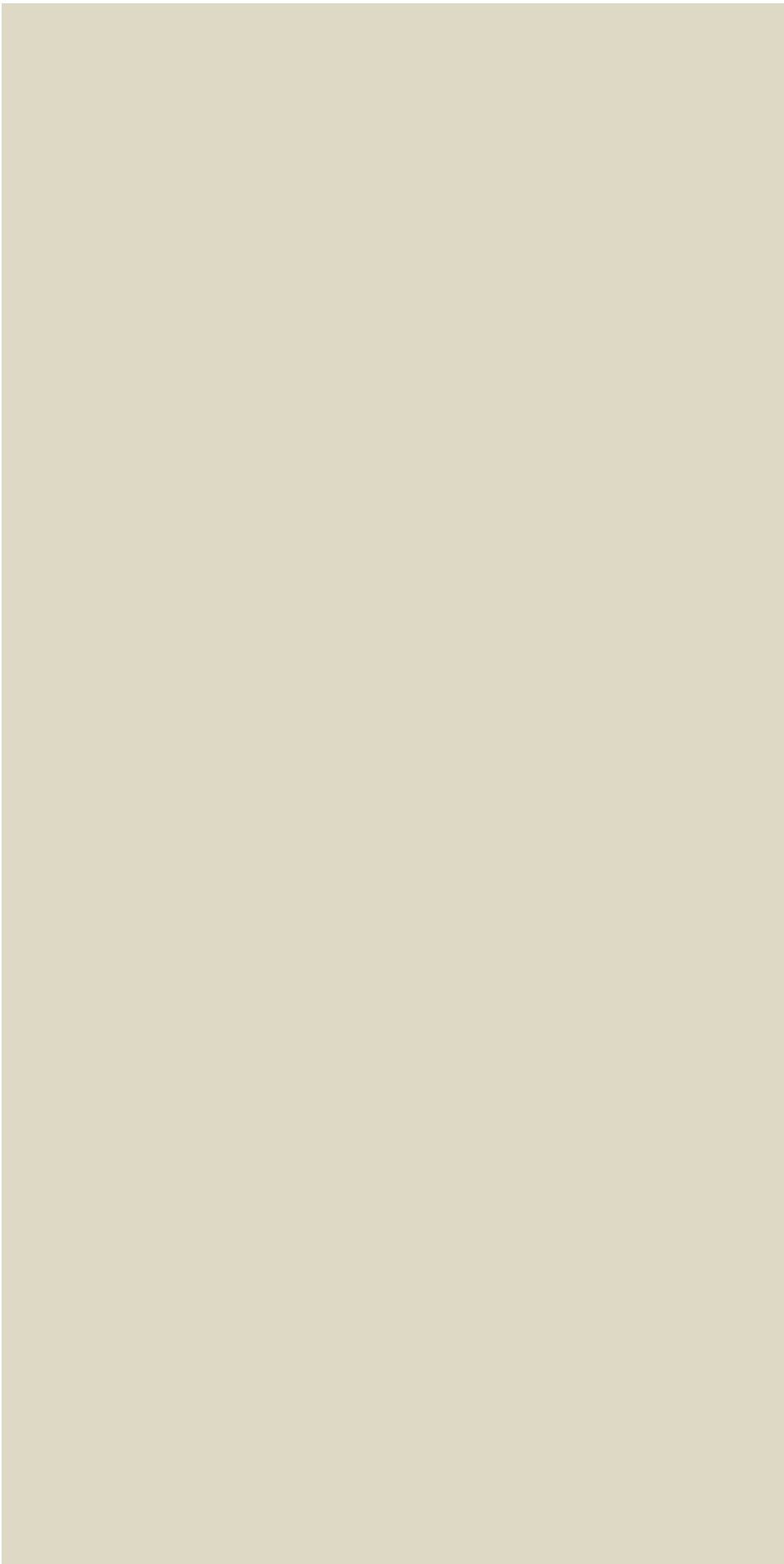


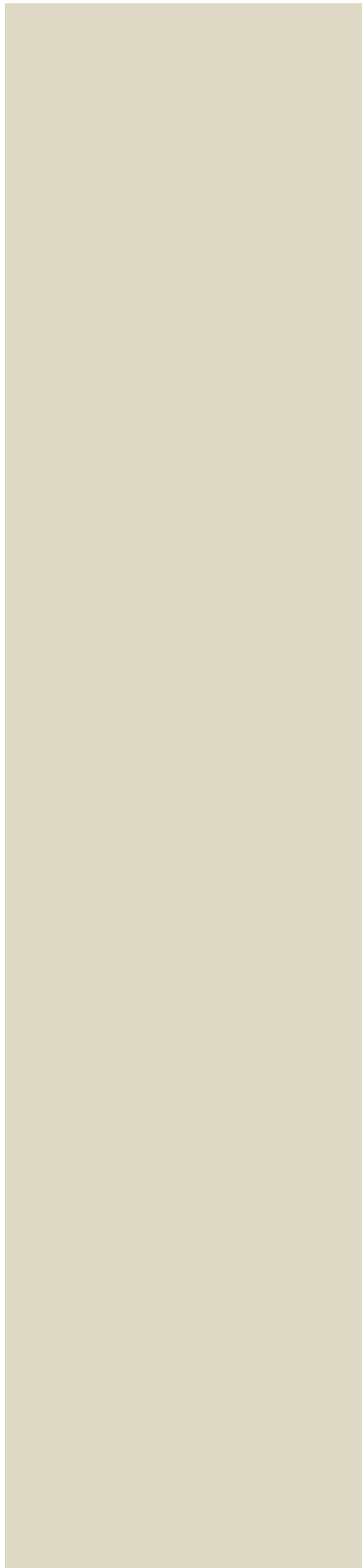
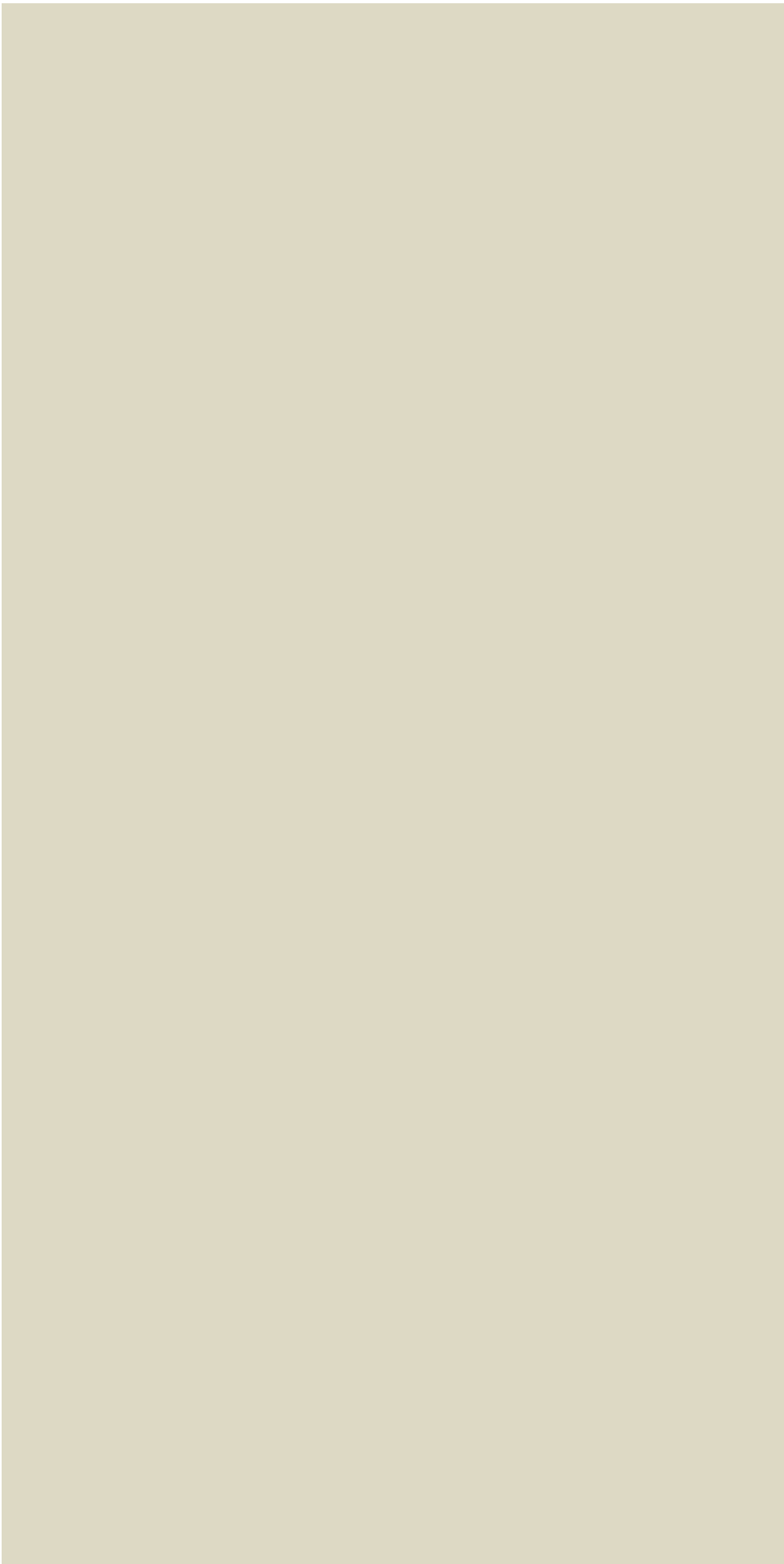


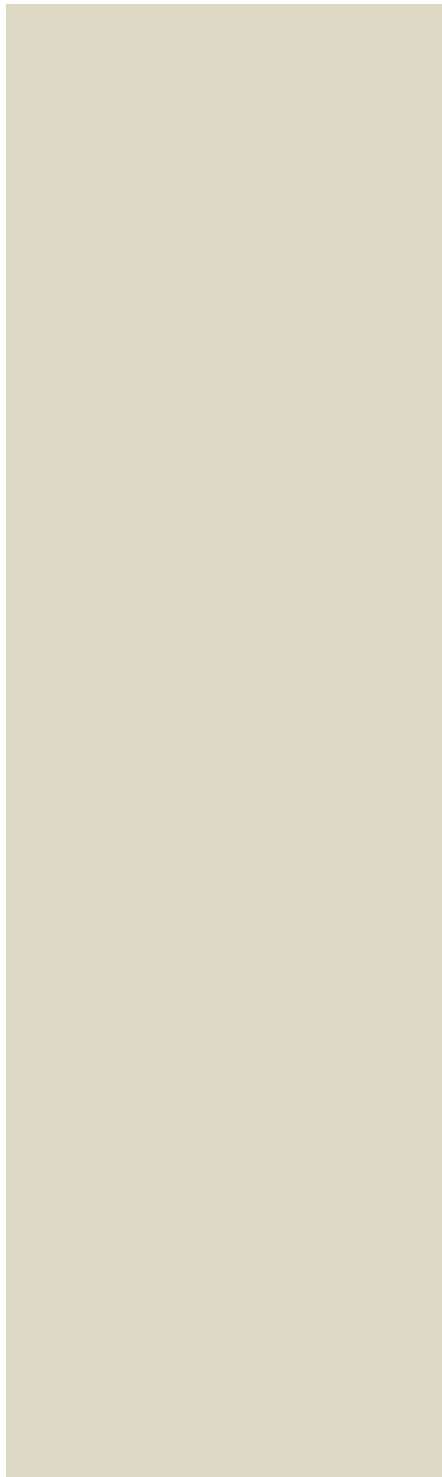












Odyn Son

Weapon (warhammer), Legacy (requires attunement by a follower of Thor)

This hammer rumbles with the sound of distant thunder.

This warhammer has a flat round head of blue steel, with the balancing spike on the reverse shaped like a stylised dragon's tail. The weapon crackles with lightning when held. As it has been used to smite Thor's enemies - in particular foes of freedom like the minions of the tyrannical Technic League - it has grown in power and become an instrument of Thor's wrath.

You gain a +1 bonus to damage rolls made with this weapon. In addition, you can use your action to cause it to fly to your hand. If you do, you can make an attack against a creature that is in your space or grappling you. As you gain additional levels, the Odyn Son gains the following additional properties.

Tempestuous Magic. At 4th level, you are attuned to elemental storm (air, lightning, thunder) magic. Whenever you cast a spell other than a cantrip during your turn, whirling gusts of elemental air surround you. You can use a bonus action to fly 10 feet without provoking opportunity attacks.

Heart of the Storm. After defeating Helliion in battle, the Odyn Son grants you a +1 bonus to attack rolls made with it and becomes a magical weapon. In addition, you can cast the cantrip light on the hammer as a bonus action. You also gain resistance to lightning and thunder damage. Whenever you cast a spell other than a cantrip that deals lightning or thunder damage, a stormy aura surrounds you. In addition to the spell's effects, creatures of your choice within 10 feet of you take lightning or thunder damage (choose each time this ability activates) equal to your class level.

Robot Bane. When you reach 12th level, attacks made with the Odyn Son deal an additional 2d8 lightning damage to constructs. As a reaction action you may convert all the Odyn Son's damage to lightning.

Thunder and Lightning. When you reach 17th level the Odyn Son becomes a +2 magic weapon. Additionally, once per day, You can use an action to cause the hammer to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute and stunned until the end of your next turn. On a successful save, a creature takes half damage and isn't stunned or deafened.