

DCI

Colonial

Allan McLane

CHARACTER NAME

2 Ranger  
LEVEL & CLASS

Colonial Agent  
BACKGROUND

Officer  
RACE

PLAYER NAME

300  
EXPERIENCE

900  
Next Level

**STRENGTH**

0

10

**DEXTERITY**

+3

16

**CONSTITUTION**

+1

13

**INTELLIGENCE**

0

10

**WISDOM**

+2

15

**CHARISMA**

0

10

**RESISTANCES**

Adv. on saves vs. frightened

**SAVING THROWS**

**SKILLS**

- +2 STR  0 INT
- +5 DEX  +2 WIS
- +1 CON  0 CHA
- +3 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- 0 Arcana (Int)
- 0 Athletics (Str)
- 0 Deception (Cha)
- +2 History (Int)
- +4 Insight (Wis)
- 0 Intimidation (Cha)
- 0 Investigation (Int)
- +2 Medicine (Wis)
- 0 Nature (Int)
- +4 Perception (Wis)
- 0 Performance (Cha)
- +2 Persuasion (Cha)
- 0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +4 Survival (Wis)
- +5 Tinker's Tools (Dex)

**18** MAXIMUM HIT POINTS

**+2** PROFICIENCY BONUS

**16** ARMOR CLASS

Temporary Hit Points:

**3** INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL 2 DIE d10+1

HIT DICE

ENCUMBERED 20 ft

30 ft SPEED

**LIMITED FEATURES**

FEATURE	MAX	RECOVER	USED
Tactician	1	SR	

**ARMOR**

AC 12

DESCRIPTION

Armor Broadcloth Coat

Shield

3 Dex  Medium Armor  Heavy Armor

Magic

1 Misc Defense Fighting Style

Misc

**INSPIRATION**

**12** ABILITY SAVE DC WISDOM

**PROFICIENCIES**

ARMOR  Light  Medium  Heavy  Shields

WEAPONS  Simple  Martial  Other Weapons:

LANGUAGES English Cherokee Gaelic

TOOLS & OTHERS Tinker's tools

**ACTIONS**

ACTIONS	BONUS ACTIONS	REACTIONS
	Tactician	

**14** PASSIVE WISDOM (PERCEPTION)

**SENSES**

**ATTACKS: WEAPONS & CANTRIPS**

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Pennsylvania Rifle	✓	Dex	120/480 ft	+5	3d8+3	Piercing
Heavy, two-handed, reload 1, misfire 3						
DESCRIPTION						
Long Knife	✓	Dex	Melee	+5	1d4+3	Slashing
Finesse, versatile (1d6)						
Portfire Grenade	✓	Str	20/60 ft	+2	3d6	Fire
Misfire 3, target a point (AC 10), creatures in 10 ft make DC 12 Dex save (half dmg on success)						
Smokepot Grenade	✓	Str	20/60 ft	+2	—	smoke cloud
Misfire 1, target a point (AC 10), creatures in 20 ft make DC 13 Con save or have dis. on atks						

**AMMUNITION**

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