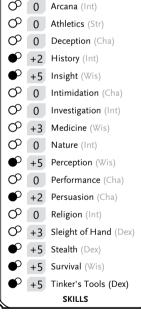


SR

LIMITED FEATURES





10

WISDOM

+3

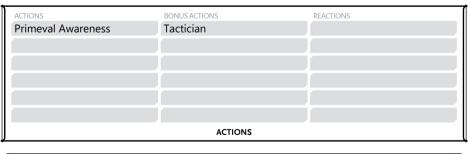
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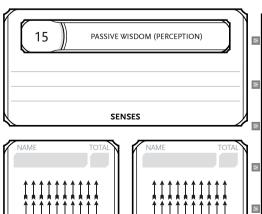
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10

AMMUNITION





AMMUNITION

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE			
Pennsylvania Rifle	120/480 ft	+5	3d8+3	Piercing			
Heavy, two-handed, reload 1, misfire 2  DESCRIPTION							
Rapier	Melee	+5	1d8+3	Piercing			
Finesse							
Hand Coehorn	60/240 ft	+5	_	grenade			
Heavy, reload 1, misfire 3, uses grenades as ammo, see each grenade for effect							
Portfire Grenade (3)	20/60 ft	+5	3d6	Fire			
Misfire 3, target a point (AC 10), creatures in 10 ft make DC 12 Dex save (half dmg on success)							
Smokepot Grenade	20/60 ft	+5	_	smoke cloud			
Misfire 1, target a point (AC 10), creatures in 20 ft make DC 13 Con save or have dis. on atks							
ATTACKS: WEAPONS & CANTRIPS							

## Ranger, level 4:

- Favored Enemy (Ranger 1, SRD 35) [British, Cherokee]
- I have adv. on Wis (Survival) checks to track and Int checks to recall info about them
- Natural Explorer (Ranger 1, SRD 36) [1 favored terrain]
- I can double my proficiency bonus for Int/Wis checks concerning urban terrain
- While traveling for an hour or more in urban terrain I gain the following benefits:
- My allies and I are not slowed by difficult terrain and can't get lost except by magic
- I am alert to danger even when doing something else; I forage twice as much food
- If alone (or alone with beast companion), I can move stealthily at my normal pace
- When tracking, I also learn the exact number, size, and time since passing
- Defense Fighting Style (Ranger 2, SRD 36)
- +1 bonus to AC when I'm wearing armor
- Gambits (Ranger 2, SRD 36) [2 spells known]
- I can cast ranger gambits that I know, using Wisdom as my casting ability
- Primeval Awareness (Ranger 3, SRD 37)

As an action, I can use a spell slot to focus my awareness for 1 min per spell slot level Out to 1 mile (6 in favored terrain), I sense if certain types of creatures are present

## Ranger (Trailblazer), level 4:

- Terrain Gambits (Trailblazer 3)
- I learn additional gambits based on the favored terrain I selected for my Natural Explorer feature. Each gambit counts as a ranger gambit, but it doesn't count against the number of ranger gambits I know. This ability improves when I gain additional favored terrains.
- Understrap (Trailblazer 3) [3× per long rest]
- As a reaction I can activate one of the following effects:
  - Reroll a Wisdom ability check or saving throw. I must use the new roll
- Change the casting time of a gambit of no longer than 1 minute, to 1 action.
- ∘ Cast a gambit I know with the ritual tag without expending a gambit slot. It takes 10 minutes longer to cast (as usual for ritual casting)

## **CLASS FEATURES**

I have a knack for walking into places as though I know where I'm going. I have a talent for finding legal loopholes.

## PERSONALITY TRAITS

Service. As a civic leader, it is both my duty and privilege to strengthen your community. (Good)

#### IDEALS

I have responsibilities as a leader, and want to live up to them on the battlefield.

## BONDS

I tend to spend too long considering the rules and regulations before acting.

#### **FLAWS**

## Feature Name: Rake Over the Coals

I posses verified evidence of a local official's wrongdoings. Whether adultery, tax evasion, or something much worse, this information could ruin them and they live in fear that I may expose them. I may be actively blackmailing them, or perhaps I was part of a conspiracy that covered up the wrongdoing. Work with the DM to determine the specifics of the wrongdoing and my relationship with the official.

# BACKGROUND FFATURE

Commissioned: My salary is twice that of an enlisted soldier, and I am entitled to a double share for completing missions.

Code of Conduct: While I maintain a good standing, I have advantage on Charisma-based checks when dealing with the army.

Tactician: As a bonus action I can grant inspiration to one ally within 30 feet. I can't use this feature again until after I finish a short rest.

Brave: I have advantage on saving throws against being frightened.

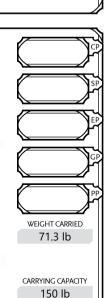
## **RACIAL TRAITS**

ADVENTURING GEAR	#	LB
Tinker's Tools		10
lead ink (1 ounce bottle)		
A swan quill		
A signet ring bearing my stamp of office		
Backpack, with:		5
- Crowbar		5
- Hammer		3
- Pitons		0.25
- Torches	10	
- Tinderbox		1
- Rations, days of	10	2
- Waterskin		5
- Hempen rope, feet of	50	0.2
SUBTO	TAI	593

ADVENTURING GEAR	#	LB
HEAD: Rifleman's hat		1
I ignore penalties from glare and		
direct sunlight and have advantage		
on saving throws against blind effects.		
SHOULDERS: Baldric		1
I can equip 1 additional two-handed		
weapon.		
CHEST: Bullet starter		3
This fitted tube helps when loading.		
Reduce the misfire score of rifles by 1.		
WAIST: Cartridge box		5
As a bonus action, I can reload one		
firearm I have equipped. This box		
can't be used again for 24 hours.		
FEET: Light brogans		2
I have resistance to falling damage		
and do not land prone if I suffer it.		
SUBTO	TAL	12

**EQUIPMENT** 





PUSH/DRAG/LIFT 151 - 300 lb

#### DC 13 Wisdom +5 **RANGER GAMBITS** ATTACK MODIFIER SPELLCASTING ABILITY SAVING THROW D **CANTRIPS (0 LEVEL)** SPELL SAVE SCHOOLTIME COMP DURATION Mending Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item Trans 1 min Touch V,S,M Instantaneous R 164 **1ST LEVEL** SPELL DESCRIPTION SAVE SCHOOLTIME COMP DURATION Cannon disabled or hinge jammed; Str(Smith/Carpenter's tools) vs. DC, dis. if inappropriate tool Barbed Spike (R) Trans 1 min Touch S,M Permanent **★** Comp. Languages (R) Understand all spoken language or written language when touched; does not help vs. cyphers R 126 Div Self V,S,M 1 h Dead Drop Find cache of ammo/supplies; must be near town; can leave hidden message 25 words or less; see book Div 1 mile Μ Till triggered Disguise Self Alter appearance; Int(Investigation) check vs. spell DC to determine disguise Self 1 h (D) R 135 Illus V,S Entrap (R) 5-ft tripwire; gun (weapon dmg) or imp. hunting trap (1d8/mod failed attempt); Int(Investigation) vs. DC — 1 min Touch Till triggered