



4 Ranger (Trailblazer)
 LEVEL & CLASS
 Colonial Agent Officer
 BACKGROUND RACE
 6,500 6,500
 EXPERIENCE Next Level

STRENGTH
0
10

DEXTERITY
+3
16

CONSTITUTION
+2
14

INTELLIGENCE
0
10

WISDOM
+3
16

CHARISMA
0
10

+2 STR 0 INT
 +5 DEX +3 WIS
 +2 CON 0 CHA

RESISTANCES

Adv. on saves vs. frightened

SAVING THROWS

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

SKILLS

36 MAXIMUM HIT POINTS
 +2 PROFICIENCY BONUS
 16 ARMOR CLASS

Temporary Hit Points: _____

CURRENT HIT POINTS

+3 INITIATIVE

SUCCESSES: ○○○○
 FAILURES: ○○○○
 DEATH SAVES: ○○○○

LEVEL 4 DIE d10+2 USED
 ENCUMBERED 20 ft
 30 ft SPEED

AC 12 DESCRIPTION
 Armor Broadcloth Coat
 Shield _____
 3 Dex Medium Armor Heavy Armor
 Magic _____
 1 Misc Defense Fighting Style
 Misc _____

ARMOR

INSPIRATION

13 ABILITY SAVE DC WISDOM

FEATURE	MAX	RECOVER	USED
Tactician	1	SR	
Sapper	1	SR	

LIMITED FEATURES

ARMOR: Light Medium Heavy Shields
 WEAPONS: Simple Martial Other Weapons: _____

LANGUAGES: English TOOLS & OTHERS: Tinker's tools
 Cherokee
 Gaelic

PROFICIENCIES

ACTIONS	BONUS ACTIONS	REACTIONS
Primeval Awareness	Tactician	

ACTIONS

15 PASSIVE WISDOM (PERCEPTION)

SENSES

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

AMMUNITION

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AMMUNITION

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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) [3x 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 possess 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 FEATURE

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
SUBTOTAL	59.3	

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.		
SUBTOTAL	12	

EQUIPMENT



- CP
- SP
- EP
- CP
- PP

WEIGHT CARRIED
71.3 lb

CARRYING CAPACITY
150 lb
PUSH/DRAW/LIFT
151 - 300 lb

Allan McLane
CHARACTER NAME

1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL

SPELL SLOTS

RANGER GAMBITS

Wisdom
SPELLCASTING ABILITY

+5
ATTACK MODIFIER

DC 13
SAVING THROW DC

CANTRIPS (0 LEVEL)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
⊕ 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	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Barbed Spike (R)	Cannon disabled or hinge jammed; Str(Smith/Carpenter's tools) vs. DC, dis. if inappropriate tool	—	Trans	1 min	Touch	S,M	Permanent		
⊕ Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	—	Div	1 a	Self	V,S,M	1 h	R	126
Dead Drop	Find cache of ammo/supplies; must be near town; can leave hidden message 25 words or less; see book	—	Div	1 h	1 mile	M	Till triggered		
⊕ Disguise Self	Alter appearance; Int(Investigation) check vs. spell DC to determine disguise	—	Illus	1 a	Self	V,S	1 h (D)	R	135
Entrap (R)	5-ft tripwire; gun (weapon dmg) or imp. hunting trap (1d8/mod failed attempt); Int(Investigation) vs. DC	—	Trans	1 min	Touch	S,M	Till triggered		

