

Anna Maria Lane

CHARACTER NAME

DCI

Colonial

2 Barbarian 1, Rogue 1

LEVEL & CLASS

PLAYER NAME

Vivandière  
BACKGROUND

Pioneer  
RACE

300  
EXPERIENCE

900  
Next Level

STRENGTH  
+3  
16

DEXTERITY  
+3  
16

CONSTITUTION  
+2  
14

INTELLIGENCE  
-1  
8

WISDOM  
0  
10

CHARISMA  
0  
10

RESISTANCES  
Poison Slashing (in rage)  
Bludgeon. (in rage)  
Piercing (in rage)  
Adv. on saves vs. disease and poison; Adv. on Str saves in rage

SAVING THROWS  
SKILLS  
+3 Acrobatics (Dex)  
0 Animal Handling (Wis)  
-1 Arcana (Int)  
+5 Athletics (Str)  
+4 Deception (Cha)  
-1 History (Int)  
+4 Insight (Wis)  
0 Intimidation (Cha)  
-1 Investigation (Int)  
0 Medicine (Wis)  
-1 Nature (Int)  
+2 Perception (Wis)  
0 Performance (Cha)  
0 Persuasion (Cha)  
-1 Religion (Int)  
+3 Sleight of Hand (Dex)  
+5 Stealth (Dex)  
0 Survival (Wis)  
+2 Disguise kit (Wis)

23 MAXIMUM HIT POINTS  
+2 PROFICIENCY BONUS  
15 ARMOR CLASS  
Temporary Hit Points:  
CURRENT HIT POINTS  
INITIATIVE +3  
SUCCESES FAILURES DEATH SAVES  
LEVEL DIE USED  
1 d12+2  
1 d8+2  
HIT DICE  
ENCUMBERED 30 ft  
40 ft  
SPEED

LIMITED FEATURES  
FEATURE MAX RECOVER USED  
Burst of Strength 1 LR  
Rage (+2 melee damage) 2 LR

ACTIONS BONUS ACTIONS REACTIONS  
Burst of Strength Rage (start/end)

AC 12  
DESCRIPTION  
Armor Unarmored Defense (Con)  
Shield  
3 Dex Medium Armor Heavy Armor  
Magic  
Misc  
Misc  
ARMOR

INSPIRATION

ABILITY SAVE DC

PROFICIENCIES  
ARMOR Light Medium Heavy Shields  
WEAPONS Simple Martial Other Weapons:  
LANGUAGES TOOLS & OTHERS  
English Thieves' tools  
Muskogean Dice set  
Thieves' Cant Disguise kit

12 PASSIVE WISDOM (PERCEPTION)  
SENSES

AMMUNITION

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS  
ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE  
Shortsword Melee +5 1d6+3 Piercing  
Finesse, light; Sneak attack 1d6 (+2 damage when raging)  
Dagger Melee, 20/60 ft +5 1d4 Piercing  
Finesse, light, thrown; Sneak attack 1d6 (+2 damage when raging)  
Highland Pistol 30/120 ft +5 2d6+3 Piercing  
Versatile (2d8), reload 1, misfire 2; Sneak attack 1d6  
Highland Pistol 30/120 ft +5 2d6+3 Piercing  
Versatile (2d8), reload 1, misfire 2; Sneak attack 1d6

