

Anna Maria Lane

CHARACTER NAME

DCI

Colonial

4 Barbarian 2, Rogue 2

LEVEL & CLASS

PLAYER NAME

Vivandière
BACKGROUND

Pioneer
RACE

2,700
EXPERIENCE

6,500
Next Level

STRENGTH

+3

16

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

0

10

SAVING THROWS

STR: +5, DEX: +3, CON: +4, INT: -1, WIS: 0, CHA: 0

RESISTANCES

Poison: Slashing (in rage):

Bludgeon (in rage):

Piercing (in rage):

Adv. on saves vs. disease and poison; Adv. on Str saves in rage; Adv. on Dex saves vs. seen effects

SKILLS

ACROBATICS (Dex): +3

ANIMAL HANDLING (Wis): 0

ARCANA (Int): -1

ATHLETICS (Str): +5

DECEPTION (Cha): +4

HISTORY (Int): -1

INSIGHT (Wis): +4

INTIMIDATION (Cha): 0

INVESTIGATION (Int): -1

MEDICINE (Wis): 0

NATURE (Int): -1

PERCEPTION (Wis): +2

PERFORMANCE (Cha): 0

PERSUASION (Cha): 0

RELIGION (Int): -1

SLEIGHT OF HAND (Dex): +3

STEALTH (Dex): +5

SURVIVAL (Wis): 0

DISGUISE KIT (Wis): +2

41 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

16 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3 INITIATIVE

SUCCESSES: 0, FAILURES: 0, DEATH SAVES: 0

LEVEL 2, DIE d12+2, USED

LEVEL 2, DIE d8+2, USED

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	

ARMOR

AC 12

DESCRIPTION: Armor Unarmored Defense (Con)

Shield:

3 Dex Medium Armor Heavy Armor

1 Magic Gorget

Misc:

Misc:

INSPIRATION

ABILITY SAVE DC

PROFICIENCIES

ARMOR: Light Medium Heavy Shields

WEAPONS: Simple Martial Other Weapons:

LANGUAGES: English

TOOLS & OTHERS: Thieves' tools

Muskogean

Dice set

Thieves' Cant

Disguise kit

ACTIONS

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

12 PASSIVE WISDOM (PERCEPTION)

SENSES

AMMUNITION

NAME: TOTAL:

↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME: TOTAL:

↑↑↑↑↑↑↑↑↑↑

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Dagger	Melee, 20/60 ft	+5	1d4	Piercing
Finesse, light, thrown; Sneak attack 1d6 (+2 damage when raging)				
DESCRIPTION				
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				

