



DCI

Colonial

Barzillai Lew

CHARACTER NAME

4 Fighter (Champion)

LEVEL & CLASS

PLAYER NAME

Career Soldier

BACKGROUND

Veteran

RACE

2,700

EXPERIENCE

6,500

Next Level

STRENGTH +3 16

DEXTERITY +2 14

CONSTITUTION +3 16

INTELLIGENCE -1 8

WISDOM +1 12

CHARISMA 0 10

RESISTANCES SAVING THROWS

SKILLS: Acrobatics (+2), Animal Handling (+1), Arcana (-1), Athletics (+5), Deception (0), History (-1), Insight (+3), Intimidation (+2), Investigation (-1), Medicine (+1), Nature (-1), Perception (+3), Performance (0), Persuasion (0), Religion (-1), Sleight of Hand (+2), Stealth (+2), Survival (+1), Tinker's Tools (+4)

40 MAXIMUM HIT POINTS, +2 PROFICIENCY BONUS, 16 ARMOR CLASS, Temporary Hit Points, CURRENT HIT POINTS, INITIATIVE +2, SUCCESSES/FAILURES/DEATH SAVES, LEVEL 4 DIE d10+3, ENCUMBERED 20 ft, HIT DICE, SPEED 30 ft

LIMITED FEATURES: Second Wind (1d10+4), Action Surge

ACTIONS: Attack, Bayonet Charger (after Dash action), Second Wind

ARMOR: 14 AC, Leather Buffcoat, 2 Dex, Medium Armor

INSPIRATION

ABILITY SAVE DC

PROFICIENCIES: Languages (English, Iroquoian), Weapons (Simple, Martial, Other), Tools (Munitions kit, Fife, Tinker's tools)

SENSES: 13 PASSIVE WISDOM (PERCEPTION)

AMMUNITION

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ATTACKS: WEAPONS & CANTRIPS: Liège Musket (60/240 ft, +4, 2d10+2), Liège Musket (Bayonet) (Melee, +5, 1d12+3)

