



DCI

Colonial

David Bushnell

CHARACTER NAME

4 Rogue (Thief) 3, Fighter 1

LEVEL & CLASS

PLAYER NAME

Son of Liberty

Scholar

6,500

6,500

BACKGROUND

RACE

EXPERIENCE

Next Level

**STRENGTH**

-1

8

**DEXTERITY**

+2

15

**CONSTITUTION**

+2

15

**INTELLIGENCE**

+3

16

**WISDOM**

-1

8

**CHARISMA**

+1

12

**RESISTANCES**

Adv. on saves vs. charmed

**SAVING THROWS**

**SKILLS**

- +4 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +3 Arcana (Int)
- 1 Athletics (Str)
- +1 Deception (Cha)
- +7 History (Int)
- 1 Insight (Wis)
- +1 Intimidation (Cha)
- +5 Investigation (Int)
- 1 Medicine (Wis)
- +5 Nature (Int)
- 1 Perception (Wis)
- +1 Performance (Cha)
- +5 Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- 1 Survival (Wis)
- +5 Vehicles (water) (Int)

**32** MAXIMUM HIT POINTS

**+2** PROFICIENCY BONUS

**14** ARMOR CLASS

Temporary Hit Points:

**CURRENT HIT POINTS**

**+2** INITIATIVE

**SUCCESSSES**

**FAILURES**

**DEATH SAVES**

LEVEL	DIE	USED
1	d10+2	
3	d8+2	

**HIT DICE**

**ENCUMBERED**

20 ft

30 ft

**SPEED**

**LIMITED FEATURES**

FEATURE	MAX	RECOVER	USED
Careful Study	1	SR	
Best Laid Plans	1	LR	
Second Wind (1d10+1)	1	SR	

**AC**

12

**DESCRIPTION**

Armor Broadcloth Coat

Shield

2 Dex  Medium Armor  Heavy Armor

Magic

Misc

Misc

**ARMOR**

**INSPIRATION**

**ABILITY SAVE DC**

**ARMOR**

Light  Medium  Heavy  Shields

**WEAPONS**

Simple  Martial  Other Weapons:

**LANGUAGES**

English

French

German

Latin

Thieves' Cant

**TOOLS & OTHERS**

Thieves' tools

Vehicles (water)

Forgery kit

Tool Curiosity:

◆ Navigator's tools

**PROFICIENCIES**

**ACTIONS**

ACTIONS	BONUS ACTIONS	REACTIONS
	Careful Study	
	Best Laid Plans	
	Second Wind	
	Cunning Action	

**ACTIONS**

**9** PASSIVE WISDOM (PERCEPTION)

**SENSES**

**ATTACKS: WEAPONS & CANTRIPS**

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Rapier	Melee	+4	1d8+2	Piercing
Finesse; Sneak attack 2d6; (+2 damage when dueling)				
DESCRIPTION				
Dueling Pistol	35/140 ft	+4	2d8+2	Piercing
Light, reload 1, misfire 1; Sneak attack 2d6 (+2 damage when dueling)				
Dueling Pistol	35/140 ft	+4	2d8+2	Piercing
Light, reload 1, misfire 1; Sneak attack 2d6; (+2 damage when dueling)				
Coat Pistol	20/80 ft	+4	1d12+2	Piercing
Light, reload 1, misfire 2; Sneak attack 2d6; (+2 damage when dueling)				

**AMMUNITION**

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**AMMUNITION**

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

Rogue, level 3:

Expertise (Rogue 1, SRD 39) [with 2 skills]

I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level

◆ Sneak Attack (Rogue 1, SRD 39) [2d6]

Once per turn, I can add damage to finesse/ranged attack if I have adv.

I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.

◆ Thieves' Cant (Rogue 1, SRD 39)

I know the secret rogue language that I can use to convey messages inconspicuously

◆ Cunning Action (Rogue 2, SRD 40)

I can use a bonus action to take the Dash, Disengage, or Hide action

Thief, level 3:

◆ Fast Hands (Thief 3, SRD 40)

As a bonus action, I can do one of the following:

- Make a Dexterity (Sleight of Hand) check
- Use my thieves' tools to disarm a trap or open a lock
- Take the Use an Object action

◆ Second-Story Work (Thief 3, SRD 41)

I climb at my normal speed; I add my Dex modifier to the distance of a running jump

Fighter, level 1:

◆ Dueling Fighting Style (Fighter 1, SRD 24)

+2 to damage rolls when wielding a melee weapon in one hand and no other weapons

◆ Second Wind (Fighter 1, SRD 24) [1d10+1, 1x per short rest]

As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest

◆ Scholar Cantrip: I know the Mending cantrip

CLASS FEATURES

I read every pamphlet that is offered me, even those I know I will disagree with. I can't resist a good argument.

PERSONALITY TRAITS

Camaraderie. My compatriots and I share a bond forged in flames. (Any)

IDEALS

I see taxes as a direct and personal assault on my freedom.

BONDS

Subtlety is difficult for me.

FLAWS

Feature Name: **Fan the Flames**

I am able to rally others around my cause through my passionate speech and actions. In patriot settlements, I am able to sway the opinions of the masses to my will. When I use this feature, I can gain the support of the people by appealing to their revolutionary ideals.

BACKGROUND FEATURE

Tool Curiosity: I have proficiency with any tool of my choice. After seven days of practice and research, I can choose a different tool.

Careful Study: As a bonus action, I can gain double proficiency bonus to an ability check I am proficient in once per short rest. If I use the Help action, I can grant this benefit to the creature I aid.

Best Laid Plans: If not surprised when I roll initiative, I can take Ready action and write the details in secret (Help, Search, or Use an Object action, or gambit cast on self). I maintain my plan for the encounter

RACIAL TRAITS

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
Thieves' tools		1	HEAD:		
Insignia of the Sons of Liberty					
Merchant's scale	3				
Broadsheets encouraging revolution			SHOULDERS:		
Backpack, with:		5			
- Bag of 1000 ball bearings	1	2			
- String, feet of	10				
- Bell			CHEST:		
- Candles	5				
- Crowbar		5			
- Hammer		3	WAIST: Belt loops		0.5
- Pitons	10	0.25	I can equip 2 additional one-handed weapons.		
- Oil, flasks of	2	1			
- Rations, days of	5	2	FEET: Boot sheath		3
- Tinderbox		1	I can equip 1 additional long knife or pistol.		
- Waterskin		5			
- Hemen rope, feet of	50	0.2			
SUBTOTAL		49.5	SUBTOTAL		3.5
			EQUIPMENT		



CP

SP

EP

CP

PP

WEIGHT CARRIED  
64 lb

CARRYING CAPACITY  
120 lb  
PUSH/DRAG/LIFT  
121 - 240 lb