



DCI

Dutch

CHARACTER NAME

2 Fighter  
LEVEL & CLASS

PLAYER NAME

Immigrant  
BACKGROUND

Renegade  
RACE

300  
EXPERIENCE

900  
Next Level

**STRENGTH**  
0  
10

**DEXTERITY**  
+3  
16

**CONSTITUTION**  
+1  
13

**INTELLIGENCE**  
-1  
8

**WISDOM**  
+2  
15

**CHARISMA**  
+1  
12

**RESISTANCES**

STR: +2, DEX: +3, CON: +3, INT: -1, WIS: +2, CHA: +1

**SAVING THROWS**

**SKILLS**

Acrobatics (Dex): +3  
Animal Handling (Wis): +4  
Arcana (Int): -1  
Athletics (Str): 0  
Deception (Cha): +3  
History (Int): -1  
Insight (Wis): +4  
Intimidation (Cha): +1  
Investigation (Int): -1  
Medicine (Wis): +2  
Nature (Int): -1  
Perception (Wis): +4  
Performance (Cha): +1  
Persuasion (Cha): +3  
Religion (Int): -1  
Sleight of Hand (Dex): +3  
Stealth (Dex): +3  
Survival (Wis): +2  
Tinker's tools (Dex): +3

18 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: d10+1, USED: \_\_\_\_\_

HIT DICE

ENCUMBERED: 25 ft

35 ft SPEED

FEATURE	MAX	RECOVER	USED
Second Wind (1d10+2)	1	SR	
Action Surge	1	SR	
Fog of War	1	LR	
Non Sequitur	1	LR	
Elusive	1	LR	

LIMITED FEATURES

**ARMOR**

AC: 12, DESCRIPTION: Broadcloth Coat

Shield: \_\_\_\_\_

3 Dex, Medium Armor, Heavy Armor

Magic: \_\_\_\_\_

1 Misc, Defense Fighting Style

Misc: \_\_\_\_\_

INSPIRATION

ABILITY SAVE DC

**PROFICIENCIES**

ARMOR: Light, Medium, Heavy, Shields

WEAPONS: Simple, Martial, Other Weapons

LANGUAGES: English, Dutch

TOOLS & OTHERS: Carpenter's tools, Cook's utensils

ACTIONS	BONUS ACTIONS	REACTIONS
	Second Wind	Elusive (when reduced to 0 hit points)

ACTIONS

14 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

**SENSES**

NAME: \_\_\_\_\_ TOTAL: \_\_\_\_\_

AMMUNITION

NAME: \_\_\_\_\_ TOTAL: \_\_\_\_\_

AMMUNITION

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Fusil Carbine	✓	Dex	40/160 ft	+5	2d8+3	Piercing
Two-handed, reload 1, misfire 1						
DESCRIPTION						
Blunderbuss Carbine	✓	Dex	35/— ft	+5	4d4+3	Piercing
Two-handed, reload 1, misfire 3, point-blank						
Coat Pistol	✓	Dex	20/80 ft	+5	1d12+3	Piercing
Light, reload 1, misfire 2						
Dagger	✓	Dex	Melee, 20/60 ft	+5	1d4+3	Piercing
Finesse, light, thrown						

ATTACKS: WEAPONS & CANTRIPS

