



DCI

Dutch

CHARACTER NAME

4 Fighter (Gunslinger)

LEVEL & CLASS

PLAYER NAME

Immigrant
BACKGROUND

Renegade
RACE

2,700
EXPERIENCE

6,500
Next Level

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

+3

17

CHARISMA

+1

12

RESISTANCES

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

SAVING THROWS

SKILLS

- +3 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- 1 Arcana (Int)
- 1 Athletics (Str)
- +3 Deception (Cha)
- 1 History (Int)
- +5 Insight (Wis)
- +1 Intimidation (Cha)
- 1 Investigation (Int)
- +3 Medicine (Wis)
- 1 Nature (Int)
- +5 Perception (Wis)
- +1 Performance (Cha)
- +3 Persuasion (Cha)
- 1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +3 Survival (Wis)
- +3 Tinker's tools (Dex)

36 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

16 ARMOR CLASS

Temporary Hit Points: _____

3 INITIATIVE

35 ft SPEED

25 ft ENCUMBERED

4 d10+2 HIT DICE

DEATH SAVES

FEATURE	MAX	RECOVER	USED
Fog of War	1	LR	
Non Sequitur	1	LR	
Elusive	1	LR	
Second Wind (1d10+4)	1	SR	
Action Surge	1	SR	
Grit	3	SR	

LIMITED FEATURES

AC 12

DESCRIPTION Armor Broadcloth Coat

Shield _____

3 Dex Medium Armor Heavy Armor

Magic _____

1 Misc Defense Fighting Style

Misc _____

ARMOR

INSPIRATION

13 ABILITY SAVE DC **WISDOM**

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

LANGUAGES English, Dutch

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

PROFICIENCIES

15 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

AMMUNITION

16 arrows

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16 arrows

ACTIONS	BONUS ACTIONS	REACTIONS
Repair Misfire (DC 8 + misfire score)	Second Wind	Elusive (when reduced to 0 hit points)

ACTIONS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Cavalry Carbine	✓	Dex	50/200 ft	+5	2d10+3	Piercing
Two-handed, reload 1, misfire 1						
Fowler Carbine	✓	Dex	30/— ft	+5	2d8+3	Piercing
Two-handed, reload 1, misfire 3, scatter						
Coat Pistol	✓	Dex	20/80 ft	+5	1d12+3	Piercing
Light, reload 1, misfire 2						
Coat Pistol	✓	Dex	20/80 ft	+5	1d12+3	Piercing
Light, reload 1, misfire 2						
Long Knife	✓	Dex	Melee	+5	1d4+3	Slashing
Finesse, versatile (1d6)						

ATTACKS: WEAPONS & CANTRIPS

