



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

Rogue (Assassin), level 3:

- ◆ Assassinate (Assassin 3, PHB 97)  
I have adv. on attack rolls against creatures that have not taken a turn in combat yet  
Any hit I score against a creature that is surprised is a critical hit

Fighter, level 1:

- ◆ Fighting Style (Fighter 1, SRD 24)  
Choose a Fighting Style for the fighter using the "Choose Feature" button above
- ◆ Second Wind (Fighter 1, SRD 24) [1d10+1, 1× per short rest]  
As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest

Pistol Expert feat:

- ◆ I can use two-weapon fighting with pistols that aren't light, or light melee weapon and pistol
- ◆ When I reload a pistol, I can reload an additional light pistol. Reloading both pistols costs my entire move speed.
- ◆ If I hit a creature with a melee attack, I have advantage on my next pistol attack against them

CLASS FEATURES

I lie instinctively about my past, even innocuous details. I tend to assume the worst of people, especially government people.

PERSONALITY TRAITS

Generous. I steal from those who won't miss a little wealth, and give freely to those who need it. (Good)

IDEALS

I need to look out for myself first and foremost.

BONDS

I can't trust anyone but myself. To earn my trust is next to impossible.

FLAWS

Feature Name: **Street Lore**

I have friends in low places. When entering a major settlement, I can send a message to my contacts to get the lay of the land. I learn a piece of useful information about activity in the settlement that would otherwise be kept secret. Depending on the city and the situation, the GM might rule that there is a cost to access this network.

BACKGROUND FEATURE

Tour of Duty (Sullivan's Island): I have served in a previous conflict. Whenever I make an Intelligence (History) check related to this conflict, I am considered proficient in the History skill and add double my proficiency bonus to the check. In addition, I know one faction involved in the conflict as a Favored Enemy (British).

Campaigner. I have proficiency with the munitions kit. At the site of a battle I can spend 1 hour scavenging enough discarded shot to make 10 cartridge rounds. Once a battlefield has been scavenged, it will not yield any further ammunition.

RACIAL TRAITS

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
Thieves' tools		1	CHEST:		
Playing card set					
Counterfeit Continental Dollars		5			
Backpack, with:		5	SHOULDERS:		
- Bedroll		7			
- Mess kit		1			
- Tinderbox		1			
- Torches	10	1	CHEST: Pistol brace		7
- Rations, days of	10	2	I can equip 3 additional pistols.		
- Waterskin		5			
- Hempen rope, feet of	50	0.2	WAIST: Belt loops		0.5
			I can equip 2 additional one-handed weapons.		
			FEET: Boot sheath		3
			I can equip 1 additional long knife or pistol.		
SUBTOTAL		65	SUBTOTAL		10.5
			EQUIPMENT		



CP

SP

EP

CP

PP

WEIGHT CARRIED  
85.5 lb

CARRYING CAPACITY  
150 lb  
PUSH/DRAG/LIFT  
151 - 300 lb