

# Seymour Burr

CHARACTER NAME

DCI

African

2 Rogue  
LEVEL & CLASS

Freedman  
BACKGROUND

Renegade  
RACE

PLAYER NAME

300  
EXPERIENCE

900  
Next Level

**STRENGTH**  
-1  
8

**DEXTERITY**  
+3  
17

**CONSTITUTION**  
+1  
13

**INTELLIGENCE**  
0  
10

**WISDOM**  
+3  
16

**CHARISMA**  
0  
10

RESISTANCES

SAVING THROWS

SKILLS

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

15 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

14 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3 INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL 2 DIE d8+1 USED

HIT DICE

ENCUMBERED 25 ft

35 ft SPEED

FEATURE	MAX	RECOVER	USED
Fog of War	1	LR	
Non Sequitur	1	LR	
Elusive	1	LR	

LIMITED FEATURES

AC 11

DESCRIPTION

Armor Wool Matchcoat

Shield

3 Dex  Medium Armor  Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

13 ABILITY SAVE DC WISDOM

ARMOR

Light  Medium  Heavy  Shields

WEAPONS

Simple  Martial  Other Weapons: Carbines, Longsword, Rapier, Shortsword

LANGUAGES

English

Gullah

Massachuseuk

Thieves' Cant

TOOLS & OTHERS

Tinker's tools

Drum

Thieves' tools

PROFICIENCIES

ACTIONS	BONUS ACTIONS	REACTIONS
	Cunning Action	Elusive (when reduced to 0 hit points)

ACTIONS

15 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Pennsylvania Rifle		Dex	120/480 ft	+3	3d8+3	Piercing
Heavy, two-handed, reload 1, misfire 3; Sneak attack 1d6						
DESCRIPTION						
Long Knife		✓ Dex	Melee	+5	1d4+3	Slashing
Finesse, versatile (1d6); Sneak attack 1d6						

ATTACKS: WEAPONS & CANTRIPS

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

Rogue, level 2:

- ◆ 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) [1d6]  
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

CLASS FEATURES

I am resourceful, seeing opportunities where others see obstacles. In a new place or among new faces, I am careful who you allow to notice you.

PERSONALITY TRAITS

Action. Freedom is not given, it must be taken by whatever means necessary. (Chaotic)

IDEALS

I want to help win this country, so that when the war is over it will feel like mine.

BONDS

I must know everything about someone before they can know the first thing about you.

FLAWS

Feature Name: **Emancipated**

I can invoke the name of someone of influence whom you have an acquaintance-ship with. By invoking their name, I can curry favor with those that respect or fear my acquaintance. However, this may backfire when this name is invoked to someone who sees my acquaintance as an enemy.

BACKGROUND FEATURE

Elusive: When I would be reduced to 0 hit points, I can instead cause that attack or effect to deal no damage. I can't use this feature again until after I finish a long rest.

Tricks of the Trade: I can cast the Fog of War and Non Sequitur gambits each once per long rest. Wisdom is my ability for these gambits.

Fast Talker: I have proficiency in the Deception skill.

RACIAL TRAITS

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
Tinker's tools		10	HEAD:		
A signed letter guaranteeing my freedom lead ink (1 ounce bottle)					
Backpack, with:		5	SHOULDERS:		
- Bag of 1000 ball bearings	1	2			
- String, feet of	10				
- Bell			CHEST:		
- Candles	5				
- Crowbar		5	WAIST:		
- Hammer		3			
- Pitons	10	0.25			
- Hooded lantern		2	FEET: Boot sheath		3
- Oil, flasks of	2	1	I can equip 1 additional long knife or pistol.		
- Rations, days of	5	2			
- Tinderbox		1			
- Waterskin		5			
- Hemenpen rope, feet of	50	0.2			
SUBTOTAL		57.5			
			SUBTOTAL		3
			EQUIPMENT		



CP

SP

EP

CP

PP

WEIGHT CARRIED  
89.5 lb

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