



DCI

Seymour Burr

African

CHARACTER NAME

4 Rogue (Marksman)

LEVEL & CLASS

PLAYER NAME

Freedman
BACKGROUND

Renegade
RACE

2,700
EXPERIENCE

6,500
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)
- +7 Tinker's tools (Dex)

27 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

15 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3 INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL 4 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 12

DESCRIPTION

Armor Broadcloth Coat

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:

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	+5	3d8+3	Piercing
Heavy, two-handed, reload 1, misfire 3; Sneak attack 2d6						
DESCRIPTION						
Long Knife	✓	Dex	Melee	+5	1d4+3	Slashing
Finesse, versatile (1d6); Sneak attack 2d6						

ATTACKS: WEAPONS & CANTRIPS

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

Rogue, level 4:

◆ 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 (Marksman), level 4:

◆ Bonus Proficiencies (Marksman 3)

I gain proficiency with the jäger rifle and pennsylvania rifle

◆ Rifleman (Technique)

I can use a bonus action to brace my firearm against a tree or wall. My next ranged attack using a heavy weapon ignores disadvantage from being at long range. After attacking I cannot move until the start of my next turn.

◆ Unwelcome Surprise (Technique) [1 × per short rest]

I can cast the Barbed Spike or Entrap gambit once per short rest.

Feat: Rifle Expert:

◆ My ranged attacks made with rifles ignore half cover and three-quarters cover.

◆ I reduce the Misfire score of rifles I use by 1.

◆ I add double my proficiency bonus to Tinker's Tools checks.

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

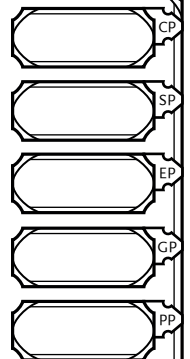
ADVENTURING GEAR

	#	LB
Tinker's tools		10
A signed letter guaranteeing my freedom lead ink (1 ounce bottle)		
Backpack, with:		5
- Bag of 1000 ball bearings	1	2
- String, feet of	10	
- Bell		
- Candles	5	
- Crowbar		5
- Hammer		3
- Pitons	10	0.25
- Hooded lantern		2
- Oil, flasks of	2	1
- Rations, days of	5	2
- Tinderbox		1
- Waterskin		5
- Hemen rope, feet of	50	0.2
SUBTOTAL		57.5

ADVENTURING GEAR

	#	LB
HEAD: Rifleman's hat		1
I ignore penalties from glare and direct sunlight and have advantage on saving throws against blind effects.		
SHOULDERS: Woodland cloak		8
I can hide when lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena		
CHEST: Bullet starter		3
This fitted tube helps when loading. Reduce the misfire of rifles by 1.		
WAIST: Cartridge box		
As a bonus action, I can reload one firearm I have equipped. This box can't be used again for 24 hours.		
FEET: Boot sheath		3
I can equip 1 additional long knife or pistol.		
SUBTOTAL		15

EQUIPMENT



WEIGHT CARRIED
93.5 lb

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