



DCI

Iroquois

Tegahsweangalolis

CHARACTER NAME

2 Ranger  
LEVEL & CLASS

Fur Trader  
BACKGROUND

Scout  
RACE

PLAYER NAME

300  
EXPERIENCE

900  
Next Level

**STRENGTH**  
+3  
16

**DEXTERITY**  
+2  
14

**CONSTITUTION**  
+2  
14

**INTELLIGENCE**  
0  
10

**WISDOM**  
+2  
14

**CHARISMA**  
-1  
8

**RESISTANCES**

+5 STR     0 INT  
 +4 DEX     +2 WIS  
 +2 CON     -1 CHA

**SAVING THROWS**

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

**SKILLS**

20 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

14 ARMOR CLASS

Temporary Hit Points: \_\_\_\_\_

CURRENT HIT POINTS

+4 INITIATIVE

SUCCESSES: ○○○○

FAILURES: ○○○○

DEATH SAVES: ○○○○

LEVEL 2    DIE d10+2    USED

HIT DICE

ENCUMBERED 20 ft

30 ft SPEED

FEATURE	MAX	RECOVER	USED
Alarm	1	LR	
Find Traps	1	LR	

LIMITED FEATURES

AC 12

DESCRIPTION

Armor Broadcloth Coat

Shield \_\_\_\_\_

2 Dex     Medium Armor     Heavy Armor

Magic \_\_\_\_\_

Misc \_\_\_\_\_

Misc \_\_\_\_\_

ARMOR

INSPIRATION

12 ABILITY SAVE DC    WISDOM

ARMOR

Light     Medium     Heavy     Shields

WEAPONS

Simple     Martial     Other Weapons:

LANGUAGES

English    Vehicles (water)

Anishinaabe    Leatherworker's Tools

Iroquoian

Munsee

PROFICIENCIES

ACTIONS	BONUS ACTIONS	REACTIONS

ACTIONS

14 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME    TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME    TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Handaxe x2	Melee, 20/60 ft	+5	1d8+3	Slashing
DESCRIPTION				
Brown Bess Musket	60/240 ft	+4	2d8+2	Piercing
Heavy, two-handed, reload 1, misfire 2				
Brown Bess (Bayonet)	Melee	+5	1d8+3	Piercing
Heavy, two-handed				
Blowpipe	25/100 ft	+4	1d1	Piercing
Reload 1; location not revealed if attacking surprised creature; damage cannot be increased				

ATTACKS: WEAPONS & CANTRIPS



Tegahsweangalolis

CHARACTER NAME

1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL



SPELL SLOTS

SCOUT GAMBITS

Wisdom

SPELLCASTING ABILITY

+4

ATTACK MODIFIER

DC 12

SAVING THROW DC

1ST LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
1/2 LR Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesigntated crea enters	—	Abjur	1 min	30 ft	V,S,M	8 h	R	114

2ND LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
1/2 LR Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	R	144

RANGER GAMBITS

Wisdom

SPELLCASTING ABILITY

+4

ATTACK MODIFIER

DC 12

SAVING THROW DC

1ST LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Create Draught	Create Poultice of Healing or Hellebore, Poison Sumac, Wasp Venom, or Widow's Bite poisons; see book—	Necro	1 min	Self	S,M	8 h			
Hunter's Mark	1 crea +1d6 dmg from my weapon atks; adv. Wis (Perception/Survival) vs. target; SL3: 8h; SL5: 24h	—	Div	1 bns	90 ft	V	Conc, 1 h	R	155

## POULTICES

On campaign, you need to pay for goods. You can craft items with the tools you are proficient, as shown on the Tools & Supplies table. For every day of downtime you spend crafting, you can craft (or make progress on) one or more items with a total market value not exceeding 10s, and you must expend raw materials worth half the cost.

**Poultice of Healing.** This poultice full of herbs can be applied to your wounds as an action to regain 2d4 + 2 hit points.

**Poultice of Great Healing.** Full of rare herbs and medicines, this poultice can be applied to your wounds as an action to regain 4d4 + 4 hit points.

## POISONS

A drop of poison in the right place can be worth a hundred trained soldiers. Some native war parties are feared for their deadly arrow poisons, particularly those of the southern woodlands nations like the Cherokee, Creek, and Seminole. All poisons have at least one of the following vectors.

**Contact.** A creature that touches contact poison with exposed skin suffers its effects. As an action, you can make a Dexterity (Sleight of Hand) check to apply a contact poison onto a creature with exposed skin. On a failure the creature catches you in the act.

**Ingested.** A creature must swallow an entire dose of ingested poison to suffer its effects. Your GM might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw, dealing only half damage on a failed save, or some other reduction in potency.

**Injury.** A creature that takes slashing or piercing damage from a weapon or arrow coated with injury poison is exposed to its effects. A single dose can coat one slashing or piercing weapon or up to three arrows. Applying injury poison to a weapon or an arrow takes an action. Once applied, the poison retains potency for 1 minute before drying.

### AVAILABLE POISONS

While most poisons are illegal, any good reprobate knows where to look. If you are proficient with the poisoner's kit you can buy raw materials without attracting unwanted attention.

**Bloodroot (injury or contact).** Extracts from this escharotic plant lesion and burn on contact. A creature subjected to this poison must make a DC 12 Constitution saving throw, taking 1d12 poison damage on a failed save or half as much damage on a successful one. When used as a contact poison, an exposed creature has disadvantage on their initial saving throw against this poison. On a failed save the creature must repeat the saving throw at the start of each of its turns, taking 1d6 poison damage on each subsequent failure. After a successful save the effect ends.

**Deadly Nightshade (injury or ingested).** Perhaps the most infamous poison, it is said that as few as three berries can kill an adult. A creature subjected to this poison must make a DC 12 Constitution saving throw or suffer 1d4 levels of exhaustion on a failed save, or half as many levels on a successful one. When used as an injury poison, an exposed creature has advantage on their saving throw against this poison.

**Hellebore (injury or ingested).** Often used as an emetic to restore humoral balance, the roots of this purple flower are toxic. A minute after exposure, a creature subjected to this poison must succeed on a DC

Name	Purchase Cost	Weight	Craft Time
<b>Herbalism Kit</b>	10s	3 lb.	—
Antitoxin (vial)	£5	—	10 days
Hartshorn	10s	—	1 day
Poultice of healing	£5	3 lb.	6 days
...of great healing	£7	7 lb.	14 days
<b>Poisoner's Kit</b>	£5	2 lb.	—
Bloodroot	£17	—	34 days
Deadly nightshade	£21-10s	—	43 days
Hellebore	£8-10s	—	17 days
Poison sumac	£7	—	14 days
Viper venom	£10	—	20 days
Wasp venom	£2	—	4 days
Water hemlock	£18-10s	—	37 days
Widow's bite	£5	—	10 days

11 Constitution saving throw or begin to feel queasy. For the next minute, an affected creature must roll 1d4 at the start of each of its turns. On a 1, a creature retches and can take no action or reaction this turn. On a 2-4 the creature behaves normally. When ingested, a creature has disadvantage on their saving throw against this poison.

**Poison Sumac (contact).** This plant and its relatives cause skin to itch and bubble. A creature exposed to the oils of this plant must make a DC 11 Constitution saving throw 1d4 minutes after initial contact, or become poisoned.

Smoke from burning this plant can restrict the lungs, making it difficult to breathe. As an action a poisoner can light a bushel of sumac, creating a 5-foot cube of toxic fumes. Any creature inhaling the fumes from the burning sumac must succeed on a DC 11 Constitution saving throw or immediately become poisoned and unable to speak or cast gambits with vocal components. Soaking a rag in water and placing it over the mouth and nose grants advantage on saving throws to resist inhaling the fumes.

A creature poisoned by sumac suffers 1 level of exhaustion until it completes a long rest.

**Viper Venom (injury).** This hemotoxic poison can be found in most venomous snakes of North America. A creature subjected to this poison must make a DC 13 Constitution saving throw or take 3d6 poison damage on a failed save or half as much damage on a successful one.

**Wasp Venom (injury).** Harvested from the venom of bees and wasps, this poison is more painful than harmful. A creature subjected to this poison must make a DC 10 Constitution saving throw or take 1d4 poison damage.

**Water Hemlock (contact or ingested).** One of the most violently toxic plants of North America, exposure can cause seizures and erratic behavior. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. While poisoned, the creature is confused as if under the effect of the *confusion* gambit. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Widow's Bite (injury).** This poison can be harvested from spiders to create a troublesome stinging sensation. A creature subjected to this poison must make a DC 11 Constitution saving throw or become poisoned for 1 hour