

DCI

Colonial

Allan McLane

CHARACTER NAME

2 Ranger
LEVEL & CLASS

PLAYER NAME

Colonial Agent
BACKGROUND

Officer
RACE

300
EXPERIENCE

900
Next Level

STRENGTH

0

10

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

0

10

WISDOM

+2

15

CHARISMA

0

10

RESISTANCES

Adv. on saves vs. frightened

SAVING THROWS

SKILLS

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

18 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

16 ARMOR CLASS

Temporary Hit Points:

3 INITIATIVE

3 CURRENT HIT POINTS

SUCCESSES: 0

FAILURES: 0

DEATH SAVES: 0

LEVEL: 2, DIE: d10+1, USED: 0

HIT DICE: 0

ENCUMBERED: 20 ft

30 ft SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Tactician	1	SR	

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
	Tactician	

ACTIONS

ARMOR

AC	DESCRIPTION
12	Armor Broadcloth Longcoat
	Shield
3	Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
	Magic
1	Misc Defense Fighting Style
	Misc

INSPIRATION

12 ABILITY SAVE DC WISDOM

PROFICIENCIES

ARMOR: Light Medium Heavy Shields

WEAPONS: Simple Martial Other Weapons:

LANGUAGES: English, Catawban, Gaelic

TOOLS & OTHERS: Tinker's tools

14 PASSIVE WISDOM (PERCEPTION)

SENSES

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Dragon Pistol	✓	Dex	10/— ft	+5	2d6+3	Piercing
Reload 1, misfire 3, scatter						
DESCRIPTION						
Pennsylvania Rifle	✓	Dex	120/480 ft	+5	3d8+3	Piercing
Heavy, two-handed, reload 1, misfire 2						
Rapier	✓	Dex	Melee	+5	1d8+3	Piercing
Finesse						

