

DCI

Colonial

Anna Maria Lane

CHARACTER NAME

2 Barbarian 1, Rogue 1

LEVEL & CLASS

PLAYER NAME

Vivandière  
BACKGROUND

Pioneer  
RACE

300  
EXPERIENCE

900  
Next Level

**STRENGTH**

+3

16

**DEXTERITY**

+3

16

**CONSTITUTION**

+2

14

**INTELLIGENCE**

0

10

**WISDOM**

-1

8

**CHARISMA**

0

10

**RESISTANCES**

Poison  Slashing (in rage)

Bludgeon. (in rage)

Piercing (in rage)

Adv. on saves vs. disease and poison; Adv. on Str saves in rage

**SAVING THROWS**

**SKILLS**

+3 Acrobatics (Dex)

-1 Animal Handling (Wis)

0 Arcana (Int)

+5 Athletics (Str)

+4 Deception (Cha)

0 History (Int)

-1 Insight (Wis)

0 Intimidation (Cha)

0 Investigation (Int)

-1 Medicine (Wis)

+2 Nature (Int)

+3 Perception (Wis)

0 Performance (Cha)

0 Persuasion (Cha)

0 Religion (Int)

+3 Sleight of Hand (Dex)

+5 Stealth (Dex)

-1 Survival (Wis)

+2 Disguise kit (Int)

**23** MAXIMUM HIT POINTS

**+2** PROFICIENCY BONUS

**15** ARMOR CLASS

Temporary Hit Points:

**3** INITIATIVE

**3** CURRENT HIT POINTS

SUCCESSES

FAILURES

**DEATH SAVES**

LEVEL	DIE	USED
1	d12+2	<input type="checkbox"/>
1	d8+2	<input type="checkbox"/>

**HIT DICE**

ENCUMBERED **20 ft**

**30 ft** SPEED

**LIMITED FEATURES**

FEATURE	MAX	RECOVER	USED
Burst of Strength	1	LR	<input type="checkbox"/>
Rage (+2 melee damage)	2	LR	<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

**ACTIONS**

ACTIONS	BONUS ACTIONS	REACTIONS
Burst of Strength	Rage (start/end)	

**ACTIONS**

**ARMOR**

AC **12** Armor **Unarmored Defense (Con)**

Shield

**3** Dex  Medium Armor  Heavy Armor

Magic

Misc

Misc

**INSPIRATION**

**ABILITY SAVE DC**

**PROFICIENCIES**

ARMOR  Light  Medium  Heavy  Shields

WEAPONS  Simple  Martial  Other Weapons:

LANGUAGES English

TOOLS & OTHERS Thieves' tools

Muskogean Dice set

Thieves' Cant Disguise kit

**13** PASSIVE WISDOM (PERCEPTION)

**SENSES**

**AMMUNITION**

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑

**AMMUNITION**

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑

**ATTACKS: WEAPONS & CANTRIPS**

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Fowler Carbine	✓	Dex	30/— ft	+5	2d8+3	Piercing
Two-handed, reload 1, misfire 3, scatter; Sneak attack 1d6						
DESCRIPTION						
Shortsword	✓	Str	Melee	+5	1d6+3	Piercing
Finesse, light; Sneak attack 1d6						
Dagger	✓	Str	Melee, 20/60 ft	+5	1d4+3	Piercing
Finesse, light, thrown; Sneak attack 1d6						

