

DCI

Colonial

Barzillai Lew

CHARACTER NAME

2 Fighter  
LEVEL & CLASS

Career Soldier  
BACKGROUND

Veteran  
RACE

PLAYER NAME

300  
EXPERIENCE

900  
Next Level

**STRENGTH**

+2

15

**DEXTERITY**

+2

14

**CONSTITUTION**

+2

14

**INTELLIGENCE**

-1

8

**WISDOM**

+1

13

**CHARISMA**

0

10

**RESISTANCES**

STR:  +4    INT:  -1

DEX:  +2    WIS:  +1

CON:  +4    CHA:  0

SAVING THROWS

**SKILLS**

Acrobatics (Dex)  +2

Animal Handling (Wis)  +1

Arcana (Int)  -1

Athletics (Str)  +4

Deception (Cha)  0

History (Int)  -1

Insight (Wis)  +3

Intimidation (Cha)  +2

Investigation (Int)  -1

Medicine (Wis)  +1

Nature (Int)  -1

Perception (Wis)  +3

Performance (Cha)  0

Persuasion (Cha)  0

Religion (Int)  -1

Sleight of Hand (Dex)  +2

Stealth (Dex) [disadv.]  +2

Survival (Wis)  +1

Munitions kit (Int)  +1

20 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

17 ARMOR CLASS

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

CURRENT HIT POINTS

+2 INITIATIVE

SUCCESSES: ○○○○

FAILURES: ○○○○

DEATH SAVES

LEVEL: 2    DIE: d10+2    USED: \_\_\_\_\_

HIT DICE

ENCUMBERED: 20 ft

30 ft SPEED

**LIMITED FEATURES**

FEATURE	MAX	RECOVER	USED
Second Wind (1d10+2)	1	SR	
Action Surge	1	SR	

**ARMOR**

AC: 15

DESCRIPTION: Leather Buff Coat

Shield: \_\_\_\_\_

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: Munitions kit

Iroquoian

Fife

Tinker's tools

**ACTIONS**

ACTIONS	BONUS ACTIONS	REACTIONS
Attack	Second Wind	
	Bayonet Charger (after Dash action)	

13 PASSIVE WISDOM (PERCEPTION)

**SENSES**

NAME: \_\_\_\_\_ TOTAL: \_\_\_\_\_

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

**AMMUNITION**

NAME: \_\_\_\_\_ TOTAL: \_\_\_\_\_

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

**AMMUNITION**

**ATTACKS: WEAPONS & CANTRIPS**

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Brown Bess Musket	60/240 ft	+4	2d8+2	Piercing
Heavy, two-handed, reload 1, misfire 2				
DESCRIPTION				
Brown Bess (Bayonet)	Melee	+4	1d10+2	Piercing
Heavy, two-handed; Re-roll 1 or 2 on damage die				

