

DCI

Colonial

David Bushnell

CHARACTER NAME

2 Rogue 1, Fighter 1

LEVEL & CLASS

PLAYER NAME

Son of Liberty

BACKGROUND

Scholar

RACE

300

EXPERIENCE

900

Next Level

STRENGTH

0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+3

17

WISDOM

-1

8

CHARISMA

0

10

RESISTANCES

Adv. on saves vs. charmed

SAVING THROWS

SKILLS

- +2 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +3 Arcana (Int)
- 0 Athletics (Str)
- +2 Deception (Cha)
- +7 History (Int)
- 1 Insight (Wis)
- 0 Intimidation (Cha)
- +5 Investigation (Int)
- 1 Medicine (Wis)
- +5 Nature (Int)
- +3 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- 1 Survival (Wis)
- +5 Vehicles (water) (Int)

18 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

14 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2 INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL DIE USED

1 d10+2

1 d8+2

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Careful Study	1	SR	
Best Laid Plans	1	LR	
Second Wind (1d10+1)	1	SR	

ACTIONS

BONUS ACTIONS

REACTIONS

Careful Study

Best Laid Plans

Second Wind

ACTIONS

AC

12 Armor

Shield

2 Dex

Magic

Misc

Misc

DESCRIPTION

Broadcloth Longcoat

Medium Armor

Heavy Armor

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

LANGUAGES

English

French

German

Latin

Thieves' Cant

TOOLS & OTHERS

Thieves' tools

Vehicles (water)

Tool Curiosity:

Navigator's tools

PROFICIENCIES

13 PASSIVE WISDOM (PERCEPTION)

SENSES

AMMUNITION

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Rapier	Melee	+4	1d8+4	Piercing
Finesse; Sneak attack 1d6				
DESCRIPTION				
Coat Pistol	20/80 ft	+4	1d12+4	Piercing
Light, reload 1, misfire 2; Sneak attack 1d6				
Coat Pistol	20/80 ft	+4	1d12+4	Piercing
Light, reload 1, misfire 2; Sneak attack 1d6				
Coat Pistol	20/80 ft	+4	1d12+4	Piercing
Light, reload 1, misfire 2; Sneak attack 1d6				

Rogue, level 1:

- ◆ 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) [1d6]
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

Fighter, level 1:

- ◆ Dueling Fighting Style (Fighter 1, SRD 24)
+2 to damage rolls when wielding a melee weapon in one hand and no other weapons
- ◆ Second Wind (Fighter 1, SRD 24) [1d10+1, 1× per short rest]
As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest
- ◆ Scholar Cantrip: I know the Mending cantrip

CLASS FEATURES

I read every pamphlet that is offered me, even those I know I will disagree with. I can't resist a good argument.

PERSONALITY TRAITS

Camaraderie. My compatriots and I share a bond forged in flames. (Any)

IDEALS

I see taxes as a direct and personal assault on my freedom.

BONDS

Subtlety is difficult for me.

FLAWS

Feature Name: **Fan the Flames**

I am able to rally others around my cause through my passionate speech and actions. In patriot settlements, I am able to sway the opinions of the masses to your will. When I use this feature, I can gain the support of the people by appealing to their revolutionary ideals

BACKGROUND FEATURE

Tool Curiosity: I have proficiency with any tool of my choice. After seven days of practice and research, I can choose a different tool.

Careful Study: As a bonus action, I can gain double proficiency bonus to an ability check I am proficient in once per short rest. If I use the Help action, I can grant this benefit to the creature I aid.

Best Laid Plans: If not surprised when I roll initiative, I can take Ready action and write the details in secret (Help, Search, or Use an Object action, or gambit cast on self). I maintain my plan for the encounter.

RACIAL TRAITS

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
Thieves' tools		1	BACK:		
Insignia of the Sons of Liberty					
Merchant's scale		3			
Broadsheets encouraging revolution					
Backpack, with:		5	CHEST: Pistol brace		7
- Bag of 1000 ball bearings	1	2	I can equip 3 additional pistols.		
- String, feet of	10				
- Bell			WAIST:		
- Candles	5				
- Crowbar		5			
- Hammer		3			
- Pitons	10	0.25			
- Oil, flasks of	2	1	FEET:		
- Rations, days of	5	2			
- Tinderbox		1			
- Waterskin		5			
- Hempen rope, feet of	50	0.2			
SUBTOTAL		49.5	SUBTOTAL		7
			EQUIPMENT		



	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED
79.5 lb

CARRYING CAPACITY
150 lb
PUSH/DRAG/LIFT
151 - 300 lb