



DCI

Dutch

CHARACTER NAME

2 Fighter
LEVEL & CLASS

PLAYER NAME

Immigrant
BACKGROUND

Renegade
RACE

300
EXPERIENCE

900
Next Level

STRENGTH
0
10

DEXTERITY
+3
16

CONSTITUTION
+1
13

INTELLIGENCE
-1
8

WISDOM
+2
15

CHARISMA
+1
12

RESISTANCES

+2 STR -1 INT
+3 DEX +2 WIS
+3 CON +1 CHA

SAVING THROWS

SKILLS

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

18 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

16 ARMOR CLASS

Temporary Hit Points: _____

3 INITIATIVE

35 ft SPEED

2 d10+1 HIT DICE

25 ft ENCUMBERED

SUCCESSES: ○○○○

FAILURES: ○○○○

DEATH SAVES: ○○○○

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Second Wind (1d10+2)	1	SR	
Action Surge	1	SR	
Fog of War	1	LR	
Non Sequiter	1	LR	
Elusive	1	LR	

ARMOR

AC 12
Armor Broadcloth Longcoat
Shield _____
3 Dex ○ Medium Armor ○ Heavy Armor
Magic _____
1 Misc Defense Fighting Style
Misc _____

INSPIRATION

ABILITY SAVE DC

PROFICIENCIES

ARMOR: ● Light ● Medium ● Heavy ● Shields

WEAPONS: ● Simple ● Martial ○ Other Weapons: _____

LANGUAGES: English Dutch

TOOLS & OTHERS: Carpenter's tools Cook's utensils

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
	Second Wind	Elusive (when reduced to 0 hit points)

14 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Blunderbuss Carbine	✓	Dex	35/— ft	+5	4d4+3	Piercing
Two-handed, reload 1, misfire 3, point-blank						
DESCRIPTION						
Blunderbuss (Bayonet)	✓	Str	melee	+2	1d8	Piercing
Two-handed						
Fusil Carbine	✓	Dex	40/160 ft	+5	2d8+3	Piercing
Two-handed, reload 1, misfire 1						
Coat Pistol	✓	Dex	20/80 ft	+5	1d12+3	Piercing
Light, reload 1, misfire 2						
Dagger	✓	Dex	Melee, 20/60 ft	+5	1d4+3	Piercing
Finesse, light, thrown						

