

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: ◆ Two-Weapon Fighting Style (Fighter 1, SRD 24) I can add my ability modifier to the damage of my off-hand attacks ◆ 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 **CLASS FEATURES**

I lie instinctively about my past, even innocuous details. I tend to assume the worst of people, especially government people.

PERSONALITY TRAITS

Generous. I steal from those who won't miss a little wealth, and give freely to those who need it. (Good)

IDEALS

I need to look out for myself first and foremost.

BONDS

I can't trust anyone but myself. To earn my trust is next to impossible.

FLAWS

Feature Name: Street Lore

I have friends in low places. In most major settlements I know someone who can give me information or resources through not-entirely legal means. Depending on the city and the situation, the DM might rule that there is a cost to access this network.

BACKGROUND FEATURE

Tour of Duty (Sullivan's Island): I have served in a previous conflict. Whenever I make an Intelligence (History) check related to this conflict, I am considered proficient in the History skill and add double my proficiency bonus to the check. In addition, I know one faction involved in the conflict as a Favored Enemy.

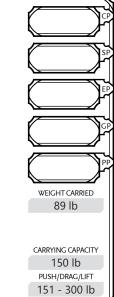
Campaigner. I have proficiency with the munitions kit. At the site of a battle I can spend 1 hour scavenging enough discarded shot to make 10 cartridge rounds. Once a battlefield has been scavenged, it will not yield any further ammunition.

RACIAL TRAITS

ADVENTURING GEAR	#	LB	ADV
Thieves' tools		1	BAC
Playing card set			
Counterfeit Continental Dollars		5	
Backpack, with:		5	
- Bedroll		7	CHI
- Mess kit		1	You
- Tinderbox		1	
- Torches	10	1	
- Rations, days of	10	2	WA
- Waterskin		5	
- Hempen rope, feet of	50	0.2	
			FEE

ADVENTURING GEAR	#	LB
BACK:		
CHEST: Pistol brace		7
You can equip 3 additional pistols.		
WAIST:		
FEET:		
SUBTO' EOUIPME		7





◆ Thieves' Tools Expertise (Expertise	SRD 39)		
Thieves' Tools Expertise (Expertise Sleight of Hand Expertise (Expertise)		FEAT: Pistol Expert	Veteran bonus feat
			hting with pistols that aren't light, or
			n and a pistol. When I reload a pistol, I
			light pistol. Reloading both pistols costs I hit a creature with a melee attack, I
			ext pistol attack against that creature.
		FEAT:	
		FEAT:	
			$\overline{}$
		FEAT:	
		MAGIC ITEM:	OAttuned
		MAGICITEM:	OAttuned
	NOTES		,
	NOTES		
ADVENTURING GEAR			
ADVENTURING GEAR			
ADVENTURING GEAR			Attuned
ADVENTURING GEAR		# LB	Attuned
ADVENTURING GEAR		# LB	Attuned
ADVENTURING GEAR		# LB	Attuned
ADVENTURING GEAR		# LB	Attuned
ADVENTURING GEAR		# LB	Attuned
ADVENTURING GEAR		# LB	()Attuned
ADVENTURING GEAR		# LB MAGIC ITEM:	
ADVENTURING GEAR		# LB MAGIC ITEM:	
ADVENTURING GEAR		# LB MAGIC ITEM:	
ADVENTURING GEAR		# LB MAGIC ITEM:	
ADVENTURING GEAR		# LB MAGIC ITEM:	
ADVENTURING GEAR		# LB MAGIC ITEM:	
ADVENTURING GEAR		MAGIC ITEM:	Attuned
		MAGIC ITEM:	Attuned
	# LB ADVENTURING GEAR	MAGIC ITEM: MAGIC ITEM:	Attuned
	# LB ADVENTURING GEAR	MAGIC ITEM: MAGIC ITEM:	Attuned
	# LB ADVENTURING GEAR	MAGIC ITEM: MAGIC ITEM: MAGIC ITEM:	()Attuned
	# LB ADVENTURING GEAR	MAGIC ITEM: MAGIC ITEM:	Attuned
	# LB ADVENTURING GEAR	MAGIC ITEM: MAGIC ITEM: MAGIC ITEM:	()Attuned
	# LB ADVENTURING GEAR	MAGIC ITEM: MAGIC ITEM: MAGIC ITEM:	()Attuned
	# LB ADVENTURING GEAR	MAGIC ITEM: MAGIC ITEM: MAGIC ITEM:	()Attuned
	# LB ADVENTURING GEAR	MAGIC ITEM: MAGIC ITEM: MAGIC ITEM:	()Attuned