



INTELLIGENCE

+2

15

WISDOM

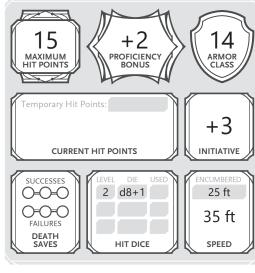
+1

12

CHARISMA

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10



LIMITED FEATURES

Fog of War

Elusive

Non Sequitur



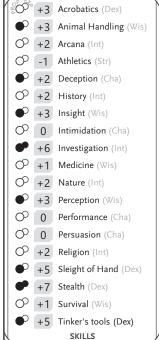
PROFICIENCIES

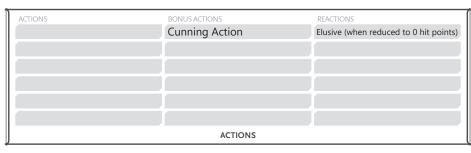
ARMOR

INSPIRATION

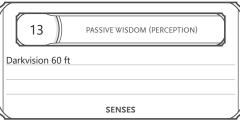
Misc

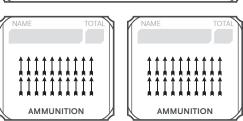
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| ATTACK NAME | PROF ABILITY | | TO HIT | DAMAGE | DAMAGE TYPE |
|--------------------------------------|--------------|-----------------|--------|--------|-------------|
| Dagger | √ Dex | Melee, 20/60 ft | +5 | 1d4+3 | Piercing |
| Finesse, light, thrown; Sneak attack | : 1d6 | | | | |
| Pennsylvania Rifle | Dex | 120/480 ft | +3 | 3d8+3 | Piercing |
| Heavy, two-handed, reload 1, misfi | re 3; Sneak | attack 1d6 | | | |
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| TA AT | TACKS: WEAP | ONS & CANTRIP | S | | |

Rogue, level 2: • 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 Cunning Action (Rogue 2, SRD 40) I can use a bonus action to take the Dash, Disengage, or Hide action **CLASS FEATURES**

You are resourceful, seeing opportunities where others see obstacles. In a new place or among new faces, you are careful who you allow to notice you.

PERSONALITY TRAITS

Action. Freedom is not given, it must be taken by whatever means necessary. (Chaotic)

IDEALS

I want to help win this country, so that when the war is over it will feel like mine.

BONDS

You must know everything about someone before they can know the first thing about you.

FLAWS

Feature Name: Emancipated

I can invoke the name of someone of influence whom you have an acquaintance-ship with. By invoking their name, I can curry favor with those that respect or fear my acquaintance. However, this may backfire when this name is invoked to someone who sees my acquaintance as an enemy.

BACKGROUND FEATURE

Elusive: When I would be reduced to 0 hit points, I can instead cause that attack or effect to deal no damage. I can't use this feature again until after I finish a long rest.

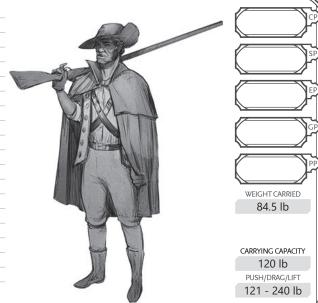
Fleet of Foot: My base walking speed is increased by 5 feet.

Tricks of the Trade: I can cast the Fog of War and Non Sequitur gambits each once per long rest. Wisdom is my ability for these gambits.

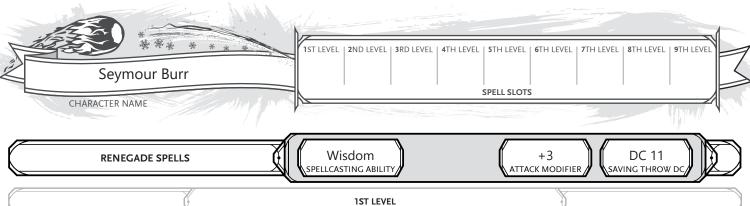
RACIAL TRAITS

| ADVENTURING GEAR | # | LB |
|---|------|------|
| Tinker's tools | | 10 |
| A signed letter guaranteeing my freedon | n | |
| lead ink (1 ounce bottle) | | |
| | | |
| Backpack, with: | | 5 |
| - Bag of 1000 ball bearings | 1 | 2 |
| - String, feet of | 10 | |
| - Bell | | |
| - Candles | 5 | |
| - Crowbar | | 5 |
| - Hammer | | 3 |
| - Pitons | 10 | 0.25 |
| - Hooded lantern | | 2 |
| - Oil, flasks of | 2 | 1 |
| - Rations, days of | 5 | 2 |
| - Tinderbox | | 1 |
| - Waterskin | | 5 |
| - Hempen rope, feet of | 50 | 0.2 |
| SUBTO | OTAL | 57.5 |

| ADVENTURING GEAR | # | LB |
|-----------------------------------|-----|----|
| BACK: Cross belt | | |
| I double my carrying capacity | | |
| and weight I can push, drag, | | |
| or lift. I can equip 1 additional | | |
| light weapon, or 3 grenades. | | |
| CHEST: | | |
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| WAIST: | | |
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| FEET: | | |
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| 1500 | • Stealth Expertise (Expertise, SRD 39) |) | | N | | |
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IST LEVEL

DESCRIPTION

DESCRIPTION

SAVE SCHOOLTIME RANGE COMP DURATION B PG.

1 become invisible; must break sight & be in terrain can hide in; attacking/casting/moving ends effect — Illus 1 bns Self S Conc, 10 min

1 Non Sequitur

Up to mod crea save or distracted; no rea to my move & dis. on Wis(Perception) against me for 1d4 turr— Ench 1 bns Self V,S Instantaneous