

DCI

African

Seymour Burr

CHARACTER NAME

2 Rogue  
LEVEL & CLASS

PLAYER NAME

Freedman  
BACKGROUND

Renegade  
RACE

300  
EXPERIENCE

900  
Next Level

**STRENGTH**

-1

8

**DEXTERITY**

+3

17

**CONSTITUTION**

+1

12

**INTELLIGENCE**

+2

15

**WISDOM**

+1

12

**CHARISMA**

0

10

RESISTANCES

SAVING THROWS

SKILLS

- +3 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +2 Arcana (Int)
- 1 Athletics (Str)
- +2 Deception (Cha)
- +2 History (Int)
- +3 Insight (Wis)
- 0 Intimidation (Cha)
- +6 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +3 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- +2 Religion (Int)
- +5 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +1 Survival (Wis)
- +5 Tinker's tools (Dex)

15 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

14 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3 INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL 2 DIE d8+1 USED

HIT DICE

ENCUMBERED 25 ft

35 ft SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Fog of War	1	LR	
Non Sequitur	1	LR	
Elusive	1	LR	

AC 11

DESCRIPTION

Armor Wool Matchcoat

Shield

3 Dex

Magic

Misc

Misc

ARMOR

INSPIRATION

12 ABILITY SAVE DC INTELLIGENCE

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

Cavalry carbine, Fowler carbine, Longsword, Rapier, Shortsword

LANGUAGES

English

Gullah

Massachuseuk

Thieves' Cant

TOOLS & OTHERS

Tinker's tools

Drum

Thieves' tools

PROFICIENCIES

13 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ACTIONS

BONUS ACTIONS

REACTIONS

Cunning Action

Elusive (when reduced to 0 hit points)

ACTIONS

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Dagger	✓	Dex	Melee, 20/60 ft	+5	1d4+3	Piercing
Finesse, light, thrown; Sneak attack 1d6						
DESCRIPTION						
Pennsylvania Rifle		Dex	120/480 ft	+3	3d8+3	Piercing
Heavy, two-handed, reload 1, misfire 3; Sneak attack 1d6						





**Seymour Burr**  
CHARACTER NAME

1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL  
SPELL SLOTS

**RENEGADE SPELLS**

**Wisdom**  
SPELLCASTING ABILITY

**+3**  
ATTACK MODIFIER

**DC 11**  
SAVING THROW DC

**1ST LEVEL**

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
⌘	Fog of War	I become invisible; must break sight & be in terrain can hide in; attacking/casting/moving ends effect	—	Illus	1	Self	S	Conc, 10 min		
⌘	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	Self	V,S	Instantaneous		