D&D BEYOND

Endasare Anaedus

CHARACTER NAME

Fighter 5 [Gunslinger]	
CLASS & LEVEL	PLAYER NAME
Pallid Elf	Urban Bounty Hunter
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	-1	8
WISDOM	+3	16
CHARISMA	+0	10

⊙	+4	Strength
○	+5	Dexterity
⊙	+6	Constitution
○	+0	Intelligence
○	+4	Wisdom
○	+1	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage against being charmed, and magic can't put you to

SAVING THROWS

Ⓟ	+7	Acrobatics	DEX
○	+3	Animal Handling	WIS
○	-1	Arcana	INT
○	+0	Athletics	STR
○	+0	Deception	CHA
○	-1	History	INT
Ⓟ	+6	Insight	WIS
○	+0	Intimidation	CHA
○	-1	Investigation	INT
○	+3	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+6	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	-1	Religion	INT
○	+4	Sleight of Hand	DEX
Ⓟ	+7	Stealth	DEX
Ⓟ	+6	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+4 INITIATIVE

ARMOR 19 CLASS

DEFENSES

INSPIRATION

+3 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
44		--

HIT POINTS

Total 5d10

HIT DICE

SUCCESSES ○=○=○

FAILURES ○=○=○

DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Firearms, Martial Weapons, Simple Weapons

=== TOOLS ===
Playing Card Set, Thieves' Tools, Tinker's Tools

=== LANGUAGES ===
Common, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d10 + 5 HP.

=== SPECIAL ===
Action Surge • 1 / Short Rest
You can take one additional action on your turn. This can be used 1 times per short rest.

Adept Marksman • 3 / Short Rest
You learn trick shots that enhance a firearm attack in some way. You gain 3 grit points that you regain after a short rest. You also regain 1 when you roll a 20 on firearm attacks or you deal a killing blow to a significant threat (DM's discretion). Your saving throws for trick shots have a DC of 15.

Deadeye Shot
When you make a firearm attack against a creature, you can expend 1 grit point to gain advantage on the attack roll.

Disarming Shot
When you make a firearm attack against a

ACTIONS

16	PASSIVE WISDOM (PERCEPTION)
16	PASSIVE WISDOM (INSIGHT)
14	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Pistol (Exandria)	+9	1d10+4 Piercing	Firearms, Reload, Misfire, Range (60/240)
Rapier, +1	+8	1d8+5 Piercing	Martial, Finesse
Unarmed Strike	+3	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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	Pallid Elf / Urban Bounty Hunter
	RACE / BACKGROUND / EXPERIENCE POINTS

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Archery • PHB
You gain a +2 bonus to attack rolls you make with ranged weapons.

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 5 HP.

| 1 / Short Rest • 1 Bonus Action

* Action Surge • PHB 72
You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

* Martial Archetype • PHB 72

| Gunslinger

* Firearm Proficiency • CR
You gain proficiency with firearms.

* Gunsmith • CR
You gain proficiency with Tinker's Tools and can use them to craft ammunition at half cost, repair firearms, and create new ones.

* Adept Marksman • CR
You learn trick shots that enhance a firearm attack in some way. You gain 3 grit points that you regain after a short rest. You also regain 1 when you roll a 20 on firearm attacks or you deal a killing blow to a significant threat (DM's discretion). Your saving throws for trick shots have a DC of 15.

| 3 / Short Rest • Special

* Trick Shots • CR

| Deadeye Shot • CR
When you make a firearm attack against a creature, you can expend 1 grit point to gain advantage on the attack roll.

| Special

| Disarming Shot • CR
When you make a firearm attack against a creature, you can expend 1 grit point. On a hit, the creature takes damage and must succeed on a STR saving throw (DC 15) or drop 1 held object of your choice and have that object be pushed 10 ft. away from you.

| Special

* Martial Versatility • TCoE 42
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift the focus of your martial practice:
- Replace a fighting style you know with another fighting style available to fighters.
- If you know any maneuvers from the Battle Master archetype, you can replace one maneuver you know with a different maneuver.

* Ability Score Improvement • PHB 72

* Extra Attack • PHB 72
You can attack twice whenever you take the Attack action on your turn.

| Special

=== PALLID ELF RACIAL TRAITS ===

* Darkvision • BR 23
You can see in darkness (shades of gray) up to 60 ft.

* Keen Senses • BR 23
You have proficiency in the Perception skill.

* Fey Ancestry • BR 23
You have advantage on saves against being charmed, and magic can't put you to sleep.

* Trance • BR 23
You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Incisive Sense • EGtW 163
You have advantage on Intelligence (Investigation) and Wisdom (Insight) checks.

* Blessing of the Moon Weaver • EGtW 163
You know the light cantrip. [3rd] You can cast the sleep spell once per long rest. [5th] You can cast the invisibility spell (targeting yourself only) once per long rest. Casting these spells with this trait doesn't require material components. WIS is your spell casting ability for these spells.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	6

WEIGHT CARRIED: 102.22 lb.
ENCUMBERED: 150 lb.
PUSH/DRAG/LIFT: 300 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Shield	1	6 lb.
Rapier, +1	1	2 lb.
Pistol (Exandria)	1	3 lb.
Boots of Elvenkind	1	--
Cloak of Protection	1	--
Backpack	1	5 lb.
Bedroll	1	7 lb.
Clothes, Traveler's	1	4 lb.
Crowbar	1	5 lb.
Flask or Tankard	1	1 lb.
Grappling Hook	1	4 lb.
Mess Kit	1	1 lb.
Pouch	2	2 lb.
Rations (1 day)	10	20 lb.

NAME	QTY	WEIGHT
Rope, Silk (50 feet)	1	5 lb.
Sack	2	1 lb.
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Tinker's Tools	1	10 lb.
Thieves' Tools	1	1 lb.
Small Knife	1	--
Pistol (Exandria) Bullets	40	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Protection	1	--

EQUIPMENT

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D&D BEYOND

Endasare Anaedus

CHARACTER NAME

Female	251	Medium	5' 5"	134
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	The Traveler	Pale	Brown	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always have a plan for what to do when things go wrong.
The first thing I do in a new place is note the locations of everything

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

Someone I loved died because of a mistake I made. That will never happen again.

BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Light	Blessing of the Moon Weaver	DEX 14	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===								
O	Sleep	Blessing of the Moon Weaver	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	1/LR, D: 1m, 20 ft. Sphere, V/S/M
	=== 2nd LEVEL ===								
O	Invisibility <C>	Blessing of the Moon Weaver	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	1/LR, D: 1h, V/S/M

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