D&D BEYOND

Endasare Anaedus

CHARACTER NAME

Fighter 11 [Gunslinger]	
CLASS & LEVEL	PLAYER NAME
Pallid Elf	Urban Bounty Hunter
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+4 (19)
DEXTERITY	+5 (20)
CONSTITUTION	+4 (19)
INTELLIGENCE	-1 (8)
WISDOM	+3 (16)
CHARISMA	+0 (10)

+9	Strength
+10	Dexterity
+9	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

P	+9	Acrobatics DEX
	+3	Animal Handling WIS
	-1	Arcana INT
	+4	Athletics STR
	+0	Deception CHA
	-1	History INT
P	+7	Insight WIS
	+0	Intimidation CHA
	-1	Investigation INT
	+3	Medicine WIS
	-1	Nature INT
P	+7	Perception WIS
	+0	Performance CHA
	+0	Persuasion CHA
	-1	Religion INT
	+5	Sleight of Hand DEX
P	+9	Stealth DEX
P	+7	Survival WIS

SKILLS

INITIATIVE: +9

ARMOR CLASS: 22

DEFENSES

INSPIRATION

PROFICIENCY BONUS: +4

ABILITY SAVE DC

SPEED: 30 ft. (Walking), 50 ft. (Flying)

Max HP	Current HP	Temp HP
114		--

HIT POINTS

Total 11d10

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 ===
Rapid Repair
You can spend a grit point to attempt to repair a misfired (but not broken) firearm as a bonus action.

Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d10 + 11 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 17.

Deadeye Shot
When you make a firearm attack against a creature, you can expend 1 grit point to gain

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Pepperbox (Exandria)	+11	1d10+5 Piercing	Firearms, Reload, Misfire, Range (80/320)
Pistol (Exandria)	+11	1d10+5 Piercing	Firearms, Reload, Misfire, Range (60/240)
Rapier, +1	+10	1d8+6 Piercing	Martial, Finesse
Unarmed Strike	+8	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	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 + 11 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 17.

| 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 17) or drop 1 held object of your choice and have that object be pushed 10 ft. away from you.

| Special

| Forceful 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 (17) or be pushed 15 ft. away from you.

| Special

| Piercing Shot • CR
When you make a firearm attack against a creature, you can expend 1 grit point to attempt to fire through multiple opponents. The initial attack gains a +1 to the firearm's misfire score. On a hit, the creature takes damage and you make an attack roll with disadvantage against every creature in a line directly behind the target within your first range increment. Only the initial attack can misfire.

| 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 three times whenever you take the Attack action on your turn.

| Special

* Quickdraw • CR
You add your proficiency bonus (+4) to your initiative. You can also stow a firearm, then draw another firearm as a single object interaction on your turn.

* Indomitable • PHB 72
You can reroll a saving throw that you fail - you must use the new roll. You can use this 1 times per long rest.

| 1 / Long Rest • Special

* Rapid Repair • CR
You can spend a grit point to attempt to repair a misfired (but not broken) firearm as a bonus action.

| 1 Bonus Action

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	7
WEIGHT CARRIED	129.14 lb.
ENCUMBERED	285 lb.
PUSH/DRAG/LIFT	570 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Studded Leather, +1	1	13 lb.	Clothes, Traveler's	1	4 lb.
Shield, +1	1	6 lb.	Crowbar	1	5 lb.
Rapier, +1	1	2 lb.	Flask or Tankard	1	1 lb.
Pistol (Exandria)	1	3 lb.	Mess Kit	1	1 lb.
Pepperbox (Exandria)	1	5 lb.	Rations (1 day)	10	20 lb.
Amulet of Health	1	--	Rope, Silk (50 feet)	1	5 lb.
Bag of Holding	1	15 lb.	Sack	2	1 lb.
Cloak of Protection	1	--	Tinderbox	1	1 lb.
Boots of Elvenkind	1	--	Torch	5	5 lb.
Broom of Flying	1	3 lb.	Waterskin	1	5 lb.
Decanter of Endless Water	1	2 lb.	Whetstone	1	1 lb.
Heward's Handy Haversack	1	5 lb.			
Potion of Healing (Greater)	4	2 lb.			
Gauntlets of Ogre Power	1	--			
Bedroll	1	7 lb.			

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of Health	1	--
Cloak of Protection	1	--
Gauntlets of Ogre Power	1	--

EQUIPMENT

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Endasare Anaedus	Fighter 11 [Gunslinger]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Pallid Elf	Urban Bounty Hunter
	RACE	BACKGROUND	EXPERIENCE POINTS

=== 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.

=== FEATS ===

* Gunner • TCoE 80
Ignore the loading property of firearms. Being within 5 ft. of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

| No Action

* Resilient (Dexterity) • PHB
Increase your DEX score by 1 and you gain proficiency in DEX saving throws.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Pepperbox Bullets	20	--			
Pistol (Exandria) Bullets	40	--			
Grappling Hook	1	4 lb.			
Pouch	2	2 lb.			
Small Knife	1	--			
Thieves' Tools	1	1 lb.			
Tinker's Tools	1	10 lb.			

ADDITIONAL 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 15	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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