



Character name	
Player name	

Level	XP
Race	Alignment

STRENGTH	<input type="checkbox"/> SAVING THROW <input type="checkbox"/> ATHLETICS
DEXTERITY	<input type="checkbox"/> SAVING THROW <input type="checkbox"/> ACROBATICS <input type="checkbox"/> SLEIGHT OF HAND <input type="checkbox"/> STEALTH
CONSTITUTION	<input type="checkbox"/> SAVING THROW
INTELLIGENCE	<input type="checkbox"/> SAVING THROW <input type="checkbox"/> ARCANA <input type="checkbox"/> HISTORY <input type="checkbox"/> INVESTIGATION <input type="checkbox"/> NATURE <input type="checkbox"/> RELIGION
WISDOM	<input type="checkbox"/> SAVING THROW <input type="checkbox"/> ANIMAL HANDLING <input type="checkbox"/> INSIGHT <input type="checkbox"/> MEDICINE <input type="checkbox"/> PERCEPTION <input type="checkbox"/> SURVIVAL
CHARISMA	<input type="checkbox"/> SAVING THROW <input type="checkbox"/> DECEPTION <input type="checkbox"/> INTIMIDATION <input type="checkbox"/> PERFORMANCE <input type="checkbox"/> PERSUASION
Proficiency Bonus	
Passive Perception	

AC	CONDITIONS	
INITIATIVE	Maximum Temporary	
SPEED	HIT POINTS	
HIT DICE		
You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.		
Die size	Max. dice	Dice left
DEATH SAVING THROWS		
If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 successes and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.		
Successes	Failures	

FIGHTING STYLE @ Level 1 and 10

Select one Fighting Style at level 1 and another at level 10.

Archery

You gain a +2 bonus to attacks you make with ranged weapons.

Defense

While wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die. You must use the new roll.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SECOND WIND @ Level 1

You can use your Bonus action to regain HP equal to 1d10 + your fighter level. Regain after short or long rest.

Number of times used

ACTION SURGE @ Level 2 and 17

Take one extra action and possible bonus action on your turn. You can only use this feature once per turn. Regain after short or long rest.

Number of times used

GRIT @ Level 3

Use grit points (abbreviated GP) to perform various shot features with your firearms. You can only use one shot feature per attack and you must declare that you are making a grit shot before the attack is made. Regain 1 GP when you score a critical hit with a firearm in combat. Regain 1 GP when you reduce an enemy creature to 0 HP using firearm attack. You have a number of GP equal to your WIS modifier (min. of 1). Regain after short or long rest.

Max. GP GP used

DEADEYE SHOT @ Level 3

Spend 1 grit point to gain adv. on the next attack made with a firearm this round.

QUICKDRAW @ Level 7

Add prof. to initiative. Additionally, you can stow a firearm and draw another firearm as a single object interaction on your turn.

VIOLENT SHOT @ Level 7

Spend 1 or more GP to add one additional damage die per point spent this way. Increases misfire by 2 for each GP spent this way.

INDOMITABLE @ Level 9, 13 and 17

Roll a failed saving throw. Must use new roll. Regain after long rest.

Number of times used

TRICK SHOT @ Level 10

Spend 1 GP to target specific a location on a target's body. If you can't see the body part or the creature does not have the body part, you deal normal damage and there's no additional effect. Otherwise, on a hit, the attack does normal damage and an additional effect:

Head: CON save or have disadv. on attacks until end of its next turn.

Arms: STR save or drop 1 held item of your choice.

Torso: Pushed 10 ft. directly away from you.

Legs / Wings: STR save or get knocked prone.

LIGHTNING RELOAD @ Level 15

You can reload any firearm as a bonus action.

PIERCING SHOT @ Level 15

Spend 1 GP when attacking with a firearm that deals piercing damage. If the attack hits, make an attack roll against every creature in a line directly behind the target within your first range increment. Only initial attack can misfire.

VIOUS INTENT @ Level 18

You score a critical hit on roll of a 19 or 20.

HEMORRHAGING CRITICAL @ Level 18

When you score a critical hit with a firearm, the target suffers additional damage equal to half the damage you dealt at the end of its next turn.

AMMUNITION

Ammunition for firearms is rare, near impossible to find or purchase. If materials are gathered, you can craft ammunition using Tinker's Tools (DM's discretion). Each firearm requires unique ammunition.

FIREARM PROPERTIES

Reload: Firearm can be fired a number of times equal to its Reload score. Spend 1 attack or 1 action to reload. Must have free hand.

Misfire: If your attack roll is lower than weapon's Misfire score, the weapon misfires, the attack fails and the weapon cannot be used again until you spend an action to try and repair it. To repair, make a Tinker's Tools check (DC equal to 8 + Misfire score). If you fail, weapon is broken and you must repair it out of combat at half the cost of the firearm.

Scatter: Simultaneous attacks are made against each creature within 30ft cone. If an affected creature is adjacent to you, it suffers double damage on a hit. Cannot use shot feature with this attack.

Explosive: When hit, everything within 5ft. of target must make DEX save (DC equal to 8 + prof. + DEX) or suffer 1d8 fire damage. If initial attack does not hit, no explosion.

Firearm Weight Misfire

Firearm Weight Misfire

Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage
Ammunition	Count
Ammunition	Count
Number of attacks per attack action	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Currently Equipped	
Item	Count
Item	Count
Item	Count

Currency	Amount
Currency	Amount