Lee Scoresby

Human (Texan Aeronaut) Gunslinger

Class: Fighter (Gunslinger) 10 / Rogue 3

Background: Outlander

Alignment: Chaotic Good

Daemon: Hester (Hare)

Languages: English, Dutch, some knowledge of Tartars’ language

Ability Scores

• Strength: 12 (+1)

• Dexterity: 18 (+4)

• Constitution: 14 (+2)

• Intelligence: 14 (+2)

• Wisdom: 16 (+3)

• Charisma: 14 (+2)

Skills

• Expertise (Double Proficiency): Persuasion, Insight

• Proficient: Perception, Sleight of Hand, Stealth, Survival, Intimidation

• Other Notable Skills: Piloting (airships), Gambling

Features & Abilities

• Gunslinger (Homebrew Fighter Archetype)

• Deadeye Shot: Spend Grit Points to get advantage on an attack.

• Trick Shot: Disarm, Trip, or Dazing Shot with a firearm.

• Quick Draw: Can draw and fire as a single action.

• Pistol Expert: No disadvantage on ranged attacks in melee.

• Rogue Features (Level 3)

• Cunning Action: Bonus action to Dash, Disengage, or Hide.

• Sneak Attack (2d6): Extra damage when attacking with advantage or an ally is within 5 feet.

• His Dark Materials Mechanics

• Daemon: Hester (Hare)

• Keen Senses: Advantage on Perception checks.

• Evasive Maneuvers: +2 AC when taking the Dodge action.

• Loyal Companion: Can provide tactical advice, granting +1d4 to Insight or Investigation once per long rest.

• Equipment

• Twin Pistols (Flintlock Revolvers, Custom-Made) (1d10 piercing, range 30/90)

• Long Rifle (1d12 piercing, range 100/400)

• Airship Gear & Supplies (Rope, rations, compass, maps)

• Lee’s Hat (Can’t fly without it!)

• Armor: Leather Duster (Counts as Studded Leather)