

# SHERIFF

(CHARACTER NAME)

CLASS: RANGER

PLAYSTYLE: SHOOTER

RACE: \_\_\_\_\_

DIFFICULTY: EASY

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

2)

PERSONALITY:

BONDS:

ALIGNMENT: \_\_\_\_\_

FLAWS:

+1  
STRENGTH

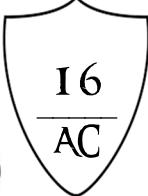
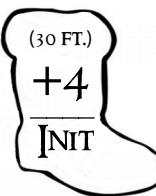
+6  
DEXTERITY

+1  
CONSTITUTION

-1  
INTELLIGENCE

+3  
WISDOM

+0  
CHARISMA



## SPECIAL

**Double Shot.** Once on each of your turns, when you make a revolver attack, you can make another revolver attack as a free action against a different creature within 5 ft. of the original target.

## REACTIONS

## ITEMS

### EQUIPMENT:

**Main Hand.** Revolver.

**Off-Hand.**

**Armor.** Studded Leather.

### TOOLS/KITS:

**Carpenter's Tools.** A saw, a hammer, nails, a hatchet, a square, a ruler, a plane, and a chisel.

**Hit Dice.**

During short rest (1 hr.), heal yourself for 1d10+1.

### BACKPACK:

**Diplomat's Pack.**

- chest
- map/scroll case (2)
- ink, pen, sealing wax, paper (5)
- fine clothes, soap, perfume
- lamp, oil flask (2)

## ATTACKS (+8)

**Revolver.**  $\infty$   
Ranged (80/320 ft.), 1d6+4 piercing.

## BONUS ACTIONS

## ABILITIES (DC 13)

### Fan the Hammer.

On a hit with a revolver attack, you may choose to deal an additional 1d10 piercing to the target and all creatures within 5 ft. of it. [DEX save: 1/2 dmg].

## FEATURES

**Luck of the Draw.** When you roll a 1 on a d20, you can reroll the die and must use the new roll.

**Natural Explorer.** You are not slowed by difficult terrain.

**Never Back Down.** You have advantage on saving throws against being frightened.

**Nimble.** You can move through the space of other creatures.

**Quick Draw.** You have advantage on initiative rolls. On the first turn of combat, you have advantage on attack rolls against creatures that have not acted yet.

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: 10