

ARSENAL

(CHARACTER NAME)

CLASS: FIGHTER

PLAYSTYLE: SHOOTER

RACE: _____

DIFFICULTY: HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+1
STRENGTH

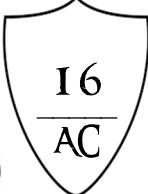
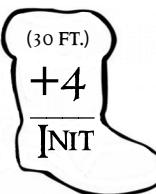
+4
DEXTERITY

+3
CONSTITUTION

+3
INTELLIGENCE

+0
WISDOM

-1
CHARISMA



SPECIAL

Action Surge.

As a free action, gain another action this turn (you can make an attack or use an ability).

REACTIONS

ITEMS

EQUIPMENT:

Main Hand. Multi-Gun (2-handed).

Off-Hand.

Armor. Light Vest.

TOOLS/KITS:

Tinker's Tools. Hand tools, thread, needles, a whetstone, scraps of cloth, and glue for repairs.

Hit Dice.

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

BACKPACK:

Dungeoneer's Pack.

- crowbar
- hammer, pitons (10)
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

MONEY: Copper: _____ Silver: _____ Gold: 10

ATTACKS (+8)

Straight Shot. ∞

Ranged (100/400 ft.), 1d10+4 piercing.

BONUS ACTIONS

Second Wind.

Regain 1d10+3 hit points.

ABILITIES (DC 13)

Multi-Tool. ∞

Create a minor trick such as a shower of sparks, a puff of wind, faint musical notes, lighting or snuffing a candle, or making an illusory symbol. [10 ft. range].

Welding. ∞

Spend 1 min. repairing a single break or tear in an object. [Touch range].

Laser Beam.

Shoot a straight laser that penetrates cover and damages all targets in the path. [30 ft. range, 2d8+4 piercing (DEX save: 1/2 dmg)].

Heat-Seeking Missile.

Launch a missile that seeks any creature you have seen in the last minute. Upon impact, the missile also pings you the target's location. [400 ft. range, 2d8+4 force (DEX save: 1/2 dmg, not located)].

FEATURES

Night Vision. For up to 60 ft., you can see in darkness as dim light.

Ready for Battle. You regain all your ability uses after a short rest.

Restless. You have advantage on saving throws against being charmed, and magic can't put you to sleep.