

Lucky Luck

CHARACTER NAME

Level 1 Human Fighter
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Urban Bounty Hunter
BACKGROUND

Neutral Good
ALIGNMENT

DEITY

Lukaas
PLAYER NAME

STRENGTH

12

+1

DEXTERITY

18

+4

CONSTITUTION

10

+0

INTELLIGENCE

9

-1

WISDOM

14

+2

CHARISMA

12

+1

PROFICIENCY BONUS

+2

- ☒ +3 Strength
- ☐ +4 Dexterity
- ☒ +2 Constitution
- ☐ -1 Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

CONDITIONAL

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +3 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

14

PASSIVE PERCEPTION

ARMOR

Leather

SHIELD

15

AC

ARMOR CLASS

MAXIMUM

10

HIT DICE

1d10

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

Gunner. You ignore the loading property of firearms. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Fighting Style.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+1 hp.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Thieves' tools, Dragonchess set

Languages. Common, Undercommon

PROFICIENCIES & LANGUAGES

NAME

Pistol

Misfire 1, Reload 4

RANGE

100/400

ATTACK

+6 vs AC

DAMAGE / TYPE

1d10+4 piercing

ATTACKS & SPELLCASTING



Lucky Luck

CHARACTER NAME

Male	19	6'2"	165 lb.
GENDER	AGE	HEIGHT	WEIGHT
Green	Pale	White	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

The best way to get me to do something is to tell me I can't do it.
I am incredibly slow to trust. Those who seem the fairest often have the most to hide.

PERSONALITY TRAITS

Charity. I steal from the wealthy so that I can help people in need. (Good)

IDEAL

Someone I loved died because of I mistake I made. That will never happen again.

BOND

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAW

Deep Delver

You have a knack for making your way in the deep places of the world. You can recall the twists and turns of passageways and tunnels such that you can always retrace your steps underground. You're also well acquainted with foraging and survival in the Underdark, and can determine when sources of food and water are safe to consume. You can always find sufficient food and water for yourself and up to five other people in the Underdark, as long as sustenance is available in the area.

BACKGROUND FEATURE

A piece of crystal that faintly glows in the moonlight

TRINKET

Before you became an adventurer, your life was already full of conflict and excitement, because you made a living tracking down people for pay. Unlike some people who collect bounties, though, you aren't a savage who follows quarry into or through the wilderness. You're involved in a lucrative trade, in the place where you live, that routinely tests your skills and survival instincts. What's more, you aren't alone, as a bounty hunter in the wild would be: you routinely interact with both the criminal subculture and other bounty hunters, maintaining contacts in both areas to help you succeed.

You might be a cunning thief-catcher, prowling the rooftops to catch one of the myriad burglars of the city. Perhaps you are someone who has your ear to the street, aware of the doings of thieves' guilds and street gangs. You might be a "velvet mask" bounty hunter, one who blends in with high society and noble circles in order to catch the criminals that prey on the rich, whether pickpockets or con artists. The community where you plied your trade might have been one of Faerûn's great metropolises, such as Waterdeep or Baldur's Gate, or a less populous location, perhaps Luskan or Yartar- any place that's large enough to have a steady supply of potential quarries.

As a member of an adventuring party, you might find it more difficult to pursue a personal agenda that doesn't fit with the group's objectives- but on the other hand, you can take down much more formidable targets with the help of your companions.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]

Leather

Armor

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

10 lb. Player's Handbook

Explorer's Pack

Equipment Packs

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

10 lbs. Player's Handbook

Clothes, Costume

Adventuring Gear

4 lb. Player's Handbook

Pistol

Weapons

3 lb. Critical Role

Bullet

Ammunition

The ammunition of a renaissance firearm is destroyed upon use.

1/5 lb. Dungeon Master's Guide