



2 Firebrand (Demagogue)  
LEVEL & CLASS

Homesteader  
BACKGROUND

Officer  
RACE

300  
EXPERIENCE

900  
Next Level

PLAYER NAME

**STRENGTH**  
+2  
15

**DEXTERITY**  
+1  
13

**CONSTITUTION**  
+1  
12

**INTELLIGENCE**  
-1  
8

**WISDOM**  
0  
10

**CHARISMA**  
+3  
16

**RESISTANCES**

Adv. on saves vs. frightened

**SAVING THROWS**

**SKILLS**

- +2 STR
- +1 DEX
- +1 CON
- 1 INT
- +2 WIS
- +5 CHA
- +1 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- 1 Arcana (Int)
- +4 Athletics (Str)
- +3 Deception (Cha)
- 1 History (Int)
- 0 Insight (Wis)
- +5 Intimidation (Cha)
- 1 Investigation (Int)
- +2 Medicine (Wis)
- 1 Nature (Int)
- 0 Perception (Wis)
- +5 Performance (Cha)
- +3 Persuasion (Cha)
- 1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +1 Stealth (Dex) [disadv.]
- +2 Survival (Wis)
- +4 Carpenter's tools (Str)

**18** MAXIMUM HIT POINTS

**+2** PROFICIENCY BONUS

**15** ARMOR CLASS

Temporary Hit Points:

**CURRENT HIT POINTS**

**+1** INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL 2 DIE d8+1 USED

HIT DICE

ENCUMBERED 20 ft

30 ft SPEED

**LIMITED FEATURES**

FEATURE	MAX	RECOVER	USED
Tactician	1	SR	
Resolve	2	LR	

**AC** 14

**DESCRIPTION** Armor **Leather Buffcoat**

Shield

1 Dex  Medium Armor  Heavy Armor

Magic

Misc

Misc

**ARMOR**

**INSPIRATION**

**13** ABILITY SAVE DC

**CHARISMA**

**ARMOR**

Light  Medium  Heavy  Shields

**WEAPONS**

Simple  Martial  Other Weapons: Pistols, Grenades, Longsword, Cuttuo

**LANGUAGES** English

**TOOLS & OTHERS** Vehicles (land), Carpenter's tools, Munitions Kit

**PROFICIENCIES**

**10** PASSIVE WISDOM (PERCEPTION)

**SENSES**

**ACTIONS**

ACTIONS	BONUS ACTIONS	REACTIONS
	Tactician	Silver Tongue

**AMMUNITION**

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**AMMUNITION**

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

**ATTACKS: WEAPONS & CANTRIPS**

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Highland Pistol	✓	Dex	30/120 ft	+3	2d6+1	Piercing
Versatile (2d8), reload 1, misfire 2						
DESCRIPTION						
Longsword	✓	Str	Melee	+4	1d8+2	Slashing
Versatile (1d10)						
Vicious Mockery	✓	Cha	60 ft	DC 13	1d4	Psychic
Wis save, success - no damage, fail - also disadv. on next attack roll in next turn; 1 creature (PHB 285)						

- ◆ Gambits (Firebrand 1, SRD 11) [2 cantrips known]
  - I can cast prepared firebrand gambits, using Charisma as my ability
  - I can cast my known gambits as rituals if they have the ritual tag
- ◆ Bear Witness (Firebrand 1) [1x per long rest]
  - I have advantage on Intelligence(Investigation) checks vs. illusions. When I succeed on a check to catch someone in a lie, see through an illusion, or find a deception, can ask GM 1 question:
    - Who is orchestrating the deceit?
    - What is being hidden?
    - When did the deception begin?
    - Where can you find evidence of the truth?
    - Why was it hidden from you?
    - How many accomplices are involved?

Firebrand (Demagogue), level 2:

- ◆ Bonus Proficiencies (Demagogue 1)
  - I gain proficiency with medium armor and grenades.
- ◆ Miscreant's Secrets (Demagogue 1) [one gambit]
  - I can add one gambit from the ranger class to my gambits known; +1 at levels 6, 10, & 15
- ◆ Resolve (Firebrand 2)
  - I can spend resolve to fuel special actions
- ◆ Silver Tongue (Force of Will) [1 resolve point]
  - I can force a target within 60 ft to reroll a Charisma save, I decide to use high or low roll
- ◆ Dread Reprisal (Demagogue 2) [1 resolve point]
  - After I deal psychic damage I weaken the target. It loses its immunities and resistances until the start of my next turn and the next creature who hits it deals 2d4 extra damage.

CLASS FEATURES

I get territorial about my land, possessions, and draft animals. I take great offense when those around me are wasteful.

PERSONALITY TRAITS

Ownership. I won't let anyone take what is mine. (Evil)

IDEALS

My life depends on my ability to adapt. I will do what it takes to survive.

BONDS

I don't consider laws restricting where I can or cannot go to be valid, or worth following.

FLAWS

Feature Name: **Self-Sufficient**

I can repair damage to a structure or vehicle composed primarily of wood provided I have carpenter's tools and wood available. I can restore a number of hit points to the structure or vehicle equal to 5 × my proficiency bonus. A structure or vehicle repaired in this way cannot be repaired by this ability again until it has been fully repaired.

BACKGROUND FEATURE

Commissioned: My salary is twice that of an enlisted soldier, and I am entitled to a double share for completing missions.

Code of Conduct: While I maintain a good standing, I have advantage on Charisma-based checks when dealing with the army.

Tactician: As a bonus action I can grant inspiration to one ally within 30 feet. I can't use this feature again until after I finish a short rest.

Brave: I have advantage on saving throws against being frightened.

RACIAL TRAITS

ADVENTURING GEAR	#	LB
Carpenter's tools		6
Fishing tackle		4
Healer's kit		3
A mule cart		
Hooded lantern		2
Tallow	3	1
Hunting trap	1	25
Backpack, with:		5
- Bedroll		7
- Mess kit		1
- Tinderbox		1
- Torches	10	1
- Rations, days of	10	2
- Waterskin		5
- Hempen rope, feet of	50	0.2
SUBTOTAL		102

ADVENTURING GEAR	#	LB
HEAD: Sturdy tricorne		0.5
I gain a bonus to my hit point maximum equal to my Charisma modifier.		
SHOULDERS:		
CHEST:		
WAIST: Sachet case		5
I can use an action to regain one gambit slot (up to 3rd level). The case can't be used again for 24 hours		
FEET: Riding boots		9
If mounted, my horse's speed increases by 10 ft. Its long jump distance doubles.		
SUBTOTAL		14.5
EQUIPMENT		



CP
SP
EP
CP
PP
WEIGHT CARRIED
152 lb
CARRYING CAPACITY
225 lb
PUSH/DRAG/LIFT
226 - 450 lb



**Daniel Shays**  
CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
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SPELL SLOTS

**FIREBRAND GAMBITS**

<b>Charisma</b> SPELLCASTING ABILITY	<b>4</b> TO PREPARE	<b>+5</b> ATTACK MODIFIER	<b>DC 13</b> SAVING THROW DC
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**CANTRIPS (0 LEVEL)**

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<b>Blade Ward</b>	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	—	Abjur	1 a	Self	V,S	1 rnd		
<b>Foxfire</b>	10-ft rad glows with dim light; save or dis. on Dex(Stealth) until take an action to brush off fungi	—	Abjur	1 a	30 ft	S,M	1 minute		
<b>Vicious Mockery</b>	1 creature save or 1d4 Psychic dmg and dis. on next attack roll; +1d4 at CL 5, 11, and 17	Wis	Ench	1 a	60 ft	V	Instantaneous	R	189

**1ST LEVEL**

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input checked="" type="checkbox"/> <b>Bane</b>	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	R	120
<input type="checkbox"/> <b>Barbed Spike</b>	Cannon disabled or hinge jammed; Str(Smith/Carpenter's tools) vs. DC, dis. if inappropriate tool	—	Trans	1 min	Touch	S,M	Permanent		
<input type="checkbox"/> <b>Charm Person</b>	1+1/SL humanoids, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	R	124
<input type="checkbox"/> <b>Compelled Duel</b>	1 crea save or dis. on attacks vs. not-you and save if moving more than 30 ft away	Wis	Ench	1 bns	30 ft	V	Conc, 1 min		
<input type="checkbox"/> <b>Comp. Languages (R)</b>	Understand all spoken language or written language when touched; does not help vs. cyphers	—	Div	1 a	Self	V,S,M	1 h	R	126
<input type="checkbox"/> <b>Create Draught</b>	Create Poultry of Healing or Hellebore, Poison Sumac, Wasp Venom, or Widow's Bite poisons; see book	—	Necro	1 min	Self	S,M	8 h		
<input type="checkbox"/> <b>Cure Wounds</b>	1 living creature heals 1d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	1 a	Touch	V,S	Instantaneous	R	132
<input type="checkbox"/> <b>Dead Drop</b>	Find cache of ammo/supplies; must be near town; can leave hidden message 25 words or less; see book	—	Div	1 h	1 mile	M	Till triggered		
<input type="checkbox"/> <b>Disguise Self</b>	Alter appearance; Int(Investigation) check vs. spell DC to determine disguise	—	Illus	1 a	Self	V,S	1 h (D)	R	135
<input checked="" type="checkbox"/> <b>Dissonant Whispers</b>	1 crea 3d6+1d6/SL Psychic dmg and flee; save halves and no fleeing; deaf crea are immune	Wis	Ench	1 a	60 ft	V	Instantaneous		
<input checked="" type="checkbox"/> <b>Entrap (R)</b>	5-ft tripwire; gun (weapon dmg) or imp. hunting trap (1d8/mod failed attempt); Int(Investigation) vs. DC	—	Trans	1 min	Touch	S,M	Till triggered		
<input type="checkbox"/> <b>Expeditious Retreat</b>	I can take Dash action now, and as a bonus action for the duration	—	Trans	1 bns	Self	V,S	Conc, 10 min	R	141
<input type="checkbox"/> <b>Healing Word</b>	1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP	—	Evoc	1 bns	60 ft	V	Instantaneous	R	153
<input type="checkbox"/> <b>Heroism</b>	1+1/SL crea immune to fear, gain spellcasting ability modifier temp. HP start of each turn as spell lasts	—	Ench	1 a	Touch	V,S	Conc, 1 min	R	154
<input checked="" type="checkbox"/> <b>Hex</b>	1 crea +1d6 Necrotic dmg from your atks; dis. on chosen ability checks; SL3: conc, 8h; SL5: conc, 24h	—	Ench	1 bns	90 ft	V,S,M	Conc, 1 h		
<input type="checkbox"/> <b>Identify (R)</b>	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells affecting it (100gp)	—	Div	1 min	Touch	V,S,M,f	Instantaneous	R	155
<input type="checkbox"/> <b>Illusory Script (R)</b>	Write a message that only I, designated crea, and any with truesight can understand (10gp cons.)	—	Illus	1 min	Touch	S,M+	10 days	R	156
<input checked="" type="checkbox"/> <b>Non Sequitur</b>	Up to 3 crea save or distracted; they are surprised for 1 round & I have adv. on Cha checks against them	—	Ench	1 bns	30 ft	V,S	Instantaneous		
<input checked="" type="checkbox"/> <b>Rhetoric</b>	I can make Cha checks using Cha(Performance); roll of 7 or less treated as 8	—	Ench	1 bns	Self	V	Conc, 10 min		
<input type="checkbox"/> <b>Sanctuary</b>	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	R	176
<input checked="" type="checkbox"/> <b>Wrathful Smite</b>	Next melee weapon hit +1d6 Psychic dmg and save or frightened; it can take 1 a for extra save	Wis	Evoc	1 bns	Self	V	Conc, 1 min		