



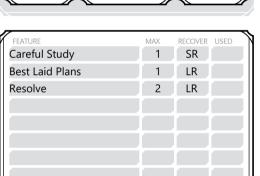
ABILITY

SAVE DC

INSPIRATION

CHARISMA





LIMITED FEATURES

AR Light O Medium	MOR 1 O Heavy O Shields			
	PONS			
Simple O Martia	al Other Weapons:			
Pistols, Longswor	rd, Cuttoe			
LANGUAGES	TOOLS & OTHERS			
English	Horn			
Anishinaabe	Tinker's tools			
Catawban				
German	Tool Curiosity:			
French	• Disguise kit			
Spanish				
PROFIC	CIENCIES			

_	_ ''	
7	WISDOM	
	1	
	- '	
	8	
	<u> </u>	
7	CHARISMA	
	+3	

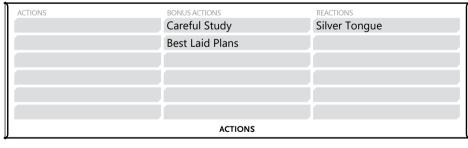
+1

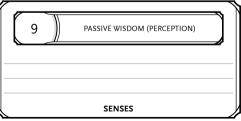
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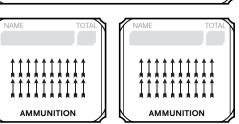
INTELLIGENCE

+1









ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Brown Bess Musket	✓ Dex	60/240 ft	+4	2d8+2	Piercing
Heavy, two-handed, reload 1, DESCRIPTION	misfire 2				
Brown Bess (Bayonet)	✓ Str	Melee	+3	1d8+1	Piercing
Heavy, two-handed					
Coat Pistol	✓ Dex	20/80 ft	+4	1d12+2	Piercing
Light, reload 1, misfire 2					
	ATTACKS: WEAPO	NS & CANTRIP	S		

				_
• Gambits (Firebrand 1) [2 cantrips known				
I can cast prepared firebrand gambits, u	sing Ch	arisma as my ability		
I can cast my known gambits as rituals it	f they ha	ave the ritual tag		
• Bear Witness (Firebrand 1) [1x per long r	rest]			
I have advantage on Intelligence(Investi	gation)	checks vs. illusions. When I succeed on	a che	ck
to catch someone in a lie, see through a				
• Who is orchestrating the deceit?				
• What is being hidden?				
• When did the deception begin?				
• Where can you find evidence of the t	truth?			
• Why was it hidden from you?				
How many accomplices are involved.	?			
Firebrand (Chaplain), level 2:				
• Inspirational Message (Chaplain 1)				
I know the Message cantrip; when I cast	it I can	take Help action to aid the creature ins	stead	of
_ the cantrip's normal effects. I can aid the	eir attac	k, but the target must be within 30 ft.		
• Resolve (Firebrand 2)				_
I can spend resolve to fuel special action	าร			_
Benediction (Chaplain 2) [1 resolve point		mbit level minimum 11		
If gambit/cantrip has a target of one and			ange	
It must must not involve making an atta		•	-	5.
• Silver Tongue (Force of Will) [1 resolve p		gg		_
I can force a target within 60 ft to reroll		ma save. I decide to use high or low ro	oll	
				_
				_
				_
				_
				_
				_
				_
				-
CI	ASS FEA	TURES		_/
ADVENTURING GEAR #	LB	ADVENTURING GEAR	#	LB
Holy symbol		HEAD:	- "	
A religious tool or piece of writing		HLAD,		
Horn	2			

I have spent my life studying, and as such do not have much worldly experience. I regularly offer wisdom from my faith to everyone I meet.

PERSONALITY TRAITS

Kindness. I endeavor to help those less fortunate than me. (Good)

IDEALS

The worship hall is stifling. I secretly long for adventure.

BONDS

I can be dangerously naive.

FLAWS

Feature Name: True Faith

In times of despair, my faith gives me hope. I encourage those around me with rites and sermons, encouraging them to persevere against adversity. If I take at least 10 minutes to lead a ceremony or give a sermon, people nearby who share my faith are heartened by my words and become friendly toward me and my party. They may offer me shelter, supplies, or additional information.

BACKGROUND FEATURE

Tool Curiosity: I have proficiency with any tool of my choice. After seven days of practice and research, I can choose a different tool.

Careful Study: As a bonus action, I can gain double proficiency bonus to an ability check I am proficient in once per short rest. If I use the Help action, I can grant this benefit to the creature I aid.

Best Laid Plans: If not surprised when I roll initiative, I can take Ready action and write the details in secret (Help, Search, or Use an Object action, or gambit cast on self). I maintain my plan for the encounter

RACIAL TRAITS

ADVENTURING GEAR	#	LB
Holy symbol		
A religious tool or piece of writing		
Horn		2
Backpack, with:		5
- Blanket		3
- Candles	10	
- Tinderbox		1
- Alms box		1
- Incense, blocks of	2	
- Censer		1
- Vestments		4
- Rations, days of	2	2
- Waterskin		5
SUBTO	TAL	26

ADVENTURING GEAR	#	LB
HEAD:		
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: Boot sheath		3
I can equip 1 additional long		
knife or pistol.		
SUBTO	TAL	8
FOLIDME	NT	



FIREBRAND GAMBITS

★ Divine Favor

O Healing Word

⊘ Heroism

⊘ Rhetoric

O Sanctuary

O Identify (R)

O Illusory Script (R)

O Non Sequitur

★ Shield of Faith

O Wrathful Smite

O Expeditious Retreat

Charisma SPELLCASTING ABILITY 4 O PREPARE +5 ATTACK MODIFIER

Evoc

Trans

Evoc

Ench

Div

Illus

Ench

Ench

Abjur

Evoc

Wis Abjur

Wis

1 bns Self

1 bns 30 ft

1 bns Self

1 bns

1 bns

1 bns

60 ft

1 min Touch

1 min Touch

Touch

30 ft

60 ft

Self

DC 13

V,S

V,S

V,S

S.M+

V,S

V.S.M 1 min

V

Conc, 1 min

Conc, 10 min

Conc. 1 min

10 days

V,S,M Conc, 10 min

V.S.Mf Instantaneous R 155

Instantaneous

Conc. 10 min

Conc, 1 min

Instantaneous R 153

R 141

R 154

R 156

R 176

R 179

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	CANTRIPS (0 LEVEL)			X					
ME SPELL	DESCRIPTION	SAVE	SCHOO	LTIME	RANGE	СОМР	DURATION	В	PG.
^{A™} _{WILL} Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	_	Ench	1 a	Self	S,M	Conc, 1 min		
AT Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	_	Div	1 a	Touch	V,S	Conc, 1 min	R	151
^{A⊤} Wessage	1 crea I point to hears whispered message and can reply with a whisper; nobody can overhear	_	Trans	1 a	120 ft	V,S,M	1 rnd	R	164
^{A⊤} Resistance	1 willing crea can add 1d4 to one saving throw after rolling, once during the duration	_	Abjur	1 a	Touch	V,S,M	Conc, 1 min	R	175
^{A™} _{WILL} Spare the Dying	1 living creature with 0 current HP becomes stable	_	Necro	1 a	Touch	V,S	Instantaneous	R	181
	1ST LEVEL								
ME SPELL	DESCRIPTION	SAVE	schoo	LTIME	RANGE	СОМР	DURATION	В	PG.
O Bane	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
O Barbed Spike	Cannon disabled or hinge jammed; Str(Smith/Carpenter's tools) vs. DC, dis. if inappropriate tool	_	Trans	1 min	Touch	S,M	Permanent		
Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	_	Ench	1 a	30 ft	V,S,M	Conc, 1 min	R	122
⊘ Charm Person	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
O Compelled Duel	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		
O Comp. Languages (R)	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
O Create Draught	Create Poultice of Healing or Hellebore, Poison Sumac, Wasp Venom, or Widow's Bite poisons; see bo	ok—	Necro	1 min	Self	S,M	8 h		
⊘ Cure Wounds	1 living creature heals 1d8+1d8/SL+spellcasting ability modifier HP	_	Evoc	1 a	Touch	V,S	Instantaneous	R	132
O Dead Drop	Find cache of ammo/supplies; must be near town; can leave hidden message 25 words or less; see boo	k—	Div	1 h	1 mile	М	Till triggered		
O Disguise Self	Alter appearance; Int(Investigation) check vs. spell DC to determine disguise	_	Illus	1 a	Self	V,S	1 h (D)	R	135

My weapon attacks deal an +1d4 Radiant damage for the duration

I can take Dash action now, and as a bonus action for the duration

1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP

1 creature gains +2 AC for the duration

I can make Cha checks using Cha(Performance); roll of 7 or less treated as 8

1+1/SL crea immune to fear, gain spellcasting ability modifier temp. HP start of each turn as spell lasts —

Up to 3 crea save or distracted; they are surprised for 1 round & I have adv. on Cha checks against them—

1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells affecting it (100gp)

Write a message that only I, designated crea, and any with truesight can understand (10gp cons.)

1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells

Next melee weapon hit +1d6 Psychic dmg and save or frightened; it can take 1 a for extra save