

14

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

-1

8

CHARISMA

+4

18

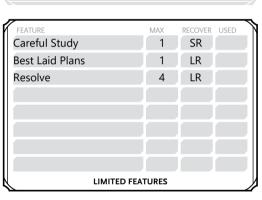




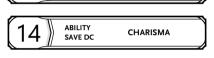
Stealth (Dex) Survival (Wis)

+4 Tinker's tools (Dex) SKILLS





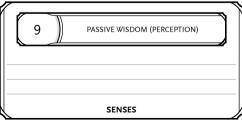


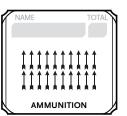


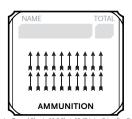
INSPIRATION



ACTIONS	BONUS ACTIONS	REACTIONS				
Rhetorical Flourish	Careful Study	Silver Tongue				
	Best Laid Plans					
ACTIONS						







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, misf	ire 2						
Brown Bess (Bayonet)	✓ Str	Melee	+3	1d8+1	Piercing		
Heavy, two-handed							
Highland Pistol	<b>✓</b> Dex	30/120 ft	+4	2d6+2	Piercing		
Versatile (2d8), reload 1, misfire 2							
Highland Pistol	✓ Dex	30/120 ft	+4	2d6+2	Piercing		
Versatile (2d8), reload 1, misfire 2							
ATTACKS: WEAPONS & CANTRIPS							

# Firebrand, Level 4 Gambits (Firebrand 1) [3 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? • Defense Fighting Style (Firebrand 3) +1 bonus to AC when I'm wearing armor Firebrand (Chaplain), level 4: • Inspirational Message (Chaplain 1) I know the Message cantrip; when I cast it I can take Help action to aid the creature instead of the cantrip's normal effects. I can aid their attack, but the target must be within 30 ft. Resolve (Firebrand 2) [5× per long rest] I can spend resolve to fuel special actions ◆ Benediction (Chaplain 2) [1 resolve point per gambit level, minimum 1] If gambit/cantrip has a target of one and not self, I can aim it at second target within range. It must must not involve making an attack, or offer the target a saving throw to resist effects. • 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 Rhetorical Flourish (Firebrand 3) I can spend 3 resolve points to cast a 2nd-level Chaplain vocation gambit, without expending a gambit slot.

**CLASS FEATURES** 

Feature Name: True Faith

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

#### PERSONALITY TRAITS

Kindness. I endeavor to help those less fortunate than me.

#### IDEALS

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

#### BONDS

I can be dangerously naive.

FLAWS

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 FFATURE

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
Tinker's tools		10
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	TAI	36

ADVENTURING GEAR	#	LB
HEAD: Sturdy tricorne		0.5
I gain a bonus to my hit point		
maximum equal to my Charisma		
modifier.		
SHOULDERS: Baldric		1
I can equip 1 additional two-handed		
weapon.		
·		
CHEST: Bayonet strap		0.5
I can spend 5 feet of movement		
to affix or remove a bayonet.		
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: Light brogans		3
I have resistance to falling damage		
and do not land prone if I suffer it.		
SUBTO	TAL	10

**EQUIPMENT** 



## FIREBRAND GAMBITS

Charisma SPELLCASTING ABILITY 6 TO PREPARE +6 ATTACK MODIFIER DC 14
SAVING THROW DC

					<i>y</i>			_	_
	CANTRIPS (0 LEVEL)			<u> </u>				_	
ME SPELL	DESCRIPTION	SAVE	SCHOO	LTIME	RANGE	СОМР	DURATION	В	PG
AT 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
Message	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
AT 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
AT 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		
<b>★</b> 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
<b>⊘</b> 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
Create Draught	Create Poultice of Healing or Hellebore, Poison Sumac, Wasp Venom, or Widow's Bite poisons; see boo	ok—	Necro	1 min	Self	S,M	8 h		
<b>⊘</b> 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
Divine Favor	My weapon attacks deal an +1d4 Radiant damage for the duration	_	Evoc	1 bns	Self	V,S	Conc, 1 min	R	136
O Expeditious Retreat	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
O Healing Word	1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP	_	Evoc	1 bns	60 ft	V	Instantaneous	R	153
<b>⊘</b> Heroism	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
O Identify (R)	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;	Instantaneous	R	155
<b>⊘</b> Illusory Script (R)	Write a message that only I, designated crea, and any with truesight can understand (10gp cons.)	_	Illus	1 min	Touch	S,M <sup>+</sup>	10 days	R	156
O Non Sequitur	Up to 3 crea save or distracted; they are surprised for 1 round & I have adv. on Cha checks against the	m—	Ench	1 bns	30 ft	V,S	Instantaneous		
<b>⊘</b> Rhetoric	I can make Cha checks using Cha(Performance); roll of 7 or less treated as 8	_	Ench	1 bns	Self	V	Conc, 10 min		
<b>⊘</b> Sanctuary	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
Shield of Faith	1 creature gains +2 AC for the duration	_	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	R	179
O Wrathful Smite	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		_
	2ND LEVEL								
<b>★</b> Aid	3 creatures gain 5+5/SL current HP and HP max for the duration	_	Abjur	1 a	30 ft	V,S,M	8 h	R	114
Prayer of Healing	6 living creatures heal 2d8+1d8/SL+spellcasting ability modifier HP	_	Evoc	10 mir	30 ft	٧	Instantaneous	R	170
_									

1 willing crea +2 AC, speed doubled, adv. on Dex saves, break for extra action (as Haste) or to reload —

★ Sally Forth

Conc, 1 min