



DCI

Pierre Gibault

Québécois

4 Firebrand (Chaplain)

LEVEL & CLASS

PLAYER NAME

Parishioner  
BACKGROUND

Scholar  
RACE

2,700

EXPERIENCE

6,500

Next Level

CHARACTER NAME

**STRENGTH**  
+1  
12

**DEXTERITY**  
+2  
14

**CONSTITUTION**  
+2  
14

**INTELLIGENCE**  
+1  
12

**WISDOM**  
-1  
8

**CHARISMA**  
+4  
18

RESISTANCES

Adv. on saves vs. charmed

SAVING THROWS

SKILLS

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

35 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

15 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

INITIATIVE +2

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL 4 DIE d8+2 USED

HIT DICE

ENCUMBERED 20 ft

30 ft

SPEED

FEATURE	MAX	RECOVER	USED
Careful Study	1	SR	
Best Laid Plans	1	LR	
Resolve	4	LR	

LIMITED FEATURES

AC 12

DESCRIPTION

Armor Broadcloth Coat

Shield

2 Dex  Medium Armor  Heavy Armor

Magic

1 Misc Defense Fighting Style

Misc

ARMOR

INSPIRATION

14 ABILITY SAVE DC CHARISMA

ARMOR

Light  Medium  Heavy  Shields

WEAPONS

Simple  Martial  Other Weapons:

Pistols, Cuttloe, Longsword

LANGUAGES

English

Anishinaabe

Catawban

German

French

Spanish

TOOLS & OTHERS

Horn

Tinker's tools

Tool Curiosity:

◆ Disguise kit

PROFICIENCIES

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

ACTIONS

9 PASSIVE WISDOM (PERCEPTION)

SENSES

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, misfire 2						
DESCRIPTION						
Brown Bess (Bayonet)	✓	Str	Melee	+3	1d8+1	Piercing
Heavy, two-handed						
Highland Pistol	✓	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

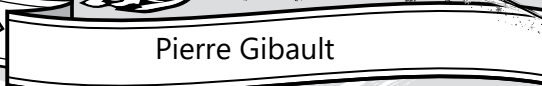
NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION





**Pierre Gibault**

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**

**Charisma**  
SPELLCASTING ABILITY

**6**  
TO PREPARE

**+6**  
ATTACK MODIFIER

**DC 14**  
SAVING THROW DC

**CANTRIPS (0 LEVEL)**

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<small>At Will</small> 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		
<small>At Will</small> 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
<small>At Will</small> 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
<small>At Will</small> 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
<small>At Will</small> 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	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> 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
<input type="radio"/> 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		
<input checked="" type="radio"/> 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
<input checked="" type="radio"/> 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
<input type="radio"/> 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		
<input type="radio"/> 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
<input type="radio"/> Create Draught	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 checked="" type="radio"/> Cure Wounds	1 living creature heals 1d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	1 a	Touch	V,S	Instantaneous	R	132
<input type="radio"/> Dead Drop	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="radio"/> Disguise Self	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="radio"/> Divine Favor	My weapon attacks deal an +1d4 Radiant damage for the duration	—	Evoc	1 bns	Self	V,S	Conc, 1 min	R	136
<input type="radio"/> 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
<input type="radio"/> Healing Word	1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP	—	Evoc	1 bns	60 ft	V	Instantaneous	R	153
<input checked="" type="radio"/> 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
<input type="radio"/> 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,f	Instantaneous	R	155
<input checked="" type="radio"/> 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+	10 days	R	156
<input type="radio"/> Non Sequitur	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="radio"/> 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		
<input checked="" type="radio"/> 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
<input checked="" type="radio"/> Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	R	179
<input type="radio"/> Wrathful Smiter	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**

<input checked="" type="radio"/> 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
<input checked="" type="radio"/> Prayer of Healing	6 living creatures heal 2d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	10 min	30 ft	V	Instantaneous	R	170
<input checked="" type="radio"/> Sally Forth	1 willing crea +2 AC, speed doubled, adv. on Dex saves, break for extra action (as Haste) or to reload	—	Ench	1 a	30 feet	V	Conc, 1 min		

