

DCI

Colonial

Daniel Shays

CHARACTER NAME

2 Firebrand (Demagogue)

LEVEL & CLASS

PLAYER NAME

Homesteader

BACKGROUND

Officer

RACE

300

EXPERIENCE

900

Next Level

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

- +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)
- +3 Performance (Cha)
- +5 Persuasion (Cha)
- 1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +1 Stealth (Dex) [disadv.]
- 0 Survival (Wis)
- +4 Carpenter's tools (Str)

15 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

17 ARMOR CLASS

Temporary Hit Points:

1 INITIATIVE

CURRENT HIT POINTS

SUCCESSES: 0

FAILURES: 0

DEATH SAVES: 0

LEVEL: 2, DIE: d8+1, USED: 0

HIT DICE

ENCUMBERED: 20 ft

30 ft SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Tactician	1	SR	
Resolve	2	LR	

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
	Tactician	Silver Tongue

ACTIONS

AC

15 Armor **Leather Buff Coat**

Shield

1 Dex Medium Armor Heavy Armor

Magic

1 Misc **Gorget**

Misc

ARMOR

INSPIRATION

13 ABILITY SAVE DC **CHARISMA**

PROFICIENCIES

ARMOR: Light Medium Heavy Shields

WEAPONS: Simple Martial Other Weapons: Dueling pistol, Grenades, Highland pistol, Longsword

LANGUAGES: English, Massachuseuk

TOOLS & OTHERS: Munitions kit, Vehicles (land), Carpenter's tools

10 PASSIVE WISDOM (PERCEPTION)

SENSES

AMMUNITION

10 arrows

AMMUNITION

10 arrows

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)						
Portfire Grenade x2		Str	20/60 ft	+2	3d6+2	Fire
Misfire 3, target a point (AC 10), creatures in 10 ft make DC 12 Dex save for half (NnC 55)						
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)						

Firebrand (Demagogue), level 2:

- ♦ 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
 - ♦ Polyglot (Firebrand 1)
 - I learn a number of additional languages equal to 1 + my Intelligence modifier
 - ♦ 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) [2× per long rest]
 - I can spend resolve to fuel special actions (see third page)
-
- ♦ Dread Reprisal (Demagogue 2) [+2d4 damage] [1 resolve point]
 - After I deal psychic damage I weaken the target, next attacker (not me) deals extra damage
 - ♦ 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

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. I can also use my skills to maintain a modest lifestyle.

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	ADVENTURING GEAR	#	LB
Carpenter's tools		6	BACK: Cross belt		
Fishing tackle		4	I double my carrying capacity and weight I can push, drag, or lift. I can equip 1 additional light weapon, or 3 grenades.		
Healer's kit		3	CHEST: Gorget		4
A mule cart			This steel collar protects my throat, increasing my AC by 1.		
Hooded lantern		2			
Tallow	3	1			
Hunting trap	1	25			
Backpack, with:		5	WAIST: Sachet case		5
- Bedroll		7	I can use an action to regain an expended gambit slot of up to 3rd level. I must finish a long rest before I use this item again.		
- Mess kit		1	FEET:		
- Tinderbox		1			
- Torches	10	1			
- Rations, days of	10	2			
- Waterskin		5			
- Hemen rope, feet of	50	0.2			
SUBTOTAL		102	SUBTOTAL		9

EQUIPMENT



	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED
148 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
SPELL SLOTS

FIREBRAND SPELLS

Charisma
SPELLCASTING ABILITY

4
TO PREPARE

+5
ATTACK MODIFIER

DC 13
SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/> <small>At Will</small> Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	—	Abjur	1 a	Self	V,S	1 rnd		
<input type="checkbox"/> <small>At Will</small> Vicious Mockery	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"/> 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="checkbox"/> 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 type="checkbox"/> 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 checked="" type="checkbox"/> 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="checkbox"/> 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 checked="" type="checkbox"/> Create Draught	Create Poultrice 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"/> Cure Wounds	1 living creature heals 1d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	1 a	Touch	V,S	Instantaneous	R	132
<input type="checkbox"/> 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="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	R	134
<input type="checkbox"/> 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="checkbox"/> Dissonant Whispers	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"/> Entrap (R)	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"/> 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="checkbox"/> Healing Word	1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP	—	Evoc	1 bns	60 ft	V	Instantaneous	R	153
<input type="checkbox"/> 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 checked="" type="checkbox"/> Hex	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"/> 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 type="checkbox"/> 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="checkbox"/> Non Sequitur	Up to mod crea save or distracted; no rea to my move & dis. on Wis(Perception) against me for 1d4 tur	—	Ench	1 bns	30 ft	V,S	Instantaneous		
<input type="checkbox"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	R	173
<input type="checkbox"/> Rhetoric	I can make Cha(Deception/Persuasion) checks using Cha(Performance); roll of 7 or less treated as 8	—	Ench	1 bns	Self	V	Conc, 10 min		
<input type="checkbox"/> 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 type="checkbox"/> 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		