

DCI

Québécois

Pierre Gibault

CHARACTER NAME

2 Firebrand (Chaplain)

LEVEL & CLASS

PLAYER NAME

Parishioner  
BACKGROUND

Scholar  
RACE

300  
EXPERIENCE

900  
Next Level

**STRENGTH**

+1

12

**DEXTERITY**

+2

14

**CONSTITUTION**

+1

13

**INTELLIGENCE**

+1

12

**WISDOM**

-1

8

**CHARISMA**

+3

17

**RESISTANCES**

Adv. on saves vs. charmed

**SAVING THROWS**

**SKILLS**

- +2 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +1 Arcana (Int)
- +1 Athletics (Str)
- +3 Deception (Cha)
- +3 History (Int)
- 1 Insight (Wis)
- +3 Intimidation (Cha)
- +3 Investigation (Int)
- 1 Medicine (Wis)
- +1 Nature (Int)
- 1 Perception (Wis)
- +5 Performance (Cha)
- +3 Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- 1 Survival (Wis)
- +4 Tinker's tools (Dex)

**15** MAXIMUM HIT POINTS

**+2** PROFICIENCY BONUS

**14** ARMOR CLASS

Temporary Hit Points:

**13** CURRENT HIT POINTS

**+2** INITIATIVE

SUCCESSSES: 3

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
Careful Study	1	SR	
Best Laid Plans	1	LR	
Resolve	2	LR	

**ACTIONS**

ACTIONS	BONUS ACTIONS	REACTIONS
	Careful Study	Silver Tongue
	Best Laid Plans	

**ARMOR**

AC: 12

DESCRIPTION: Broadcloth Longcoat

Shield: [ ]

Dex: 2

Magic: [ ]

Misc: [ ]

Misc: [ ]

**INSPIRATION**

**13** ABILITY SAVE DC CHARISMA

**PROFICIENCIES**

ARMOR:  Light  Medium  Heavy  Shields

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

LANGUAGES: English, Anishinaabe, Catawban, German, French, Spanish

TOOLS & OTHERS: Tinker's tools, Horn

Tool Curiosity:  Disguise kit

**9** PASSIVE WISDOM (PERCEPTION)

**SENSES**

**AMMUNITION**

10 arrows

**AMMUNITION**

10 arrows

**ATTACKS: WEAPONS & CANTRIPS**

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						
Coat Pistol	✓	Dex	20/80 ft	+4	1d12+2	Piercing
Light, reload 1, misfire 2						



- 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

**NOTES**

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
SUBTOTAL					SUBTOTAL

**EXTRA EQUIPMENT**

FEAT: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

FEAT: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

FEAT: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

FEAT: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**FEATS**

MAGIC ITEM: \_\_\_\_\_  Attuned  
 \_\_\_\_\_  
 \_\_\_\_\_

MAGIC ITEM: \_\_\_\_\_  Attuned  
 \_\_\_\_\_  
 \_\_\_\_\_

MAGIC ITEM: \_\_\_\_\_  Attuned  
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MAGIC ITEM: \_\_\_\_\_  Attuned  
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MAGIC ITEM: \_\_\_\_\_  Attuned  
 \_\_\_\_\_  
 \_\_\_\_\_

**MAGIC ITEMS**

**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

**SCHOLAR SPELLS**

Charisma  
SPELLCASTING ABILITY

+5  
ATTACK MODIFIER

DC 13  
SAVING THROW DC

**CANTRIPS (0 LEVEL)**

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/> At Will Foxfire	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		

**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"/> At Will 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
<input type="checkbox"/> At Will 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
<input type="checkbox"/> At Will 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

**1ST LEVEL**

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input 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 checked="" 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 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 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 checked="" 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"/> 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="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 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 turr	—	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 checked="" type="checkbox"/> 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="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 checked="" type="checkbox"/> 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="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		