
Character Name

Player Name

Forest Gnome Rogue (Sage) 2

STRENGTH

-1 (8)

DEXTERITY

+3 (16)

Save +5

Sleight of Hand +5

Stealth +7

Thieves' Tools +5

CONSTITUTION

+1 (13)

INTELLIGENCE

+3 (16)

Save +5

Arcana +5

History +5

Investigation +5

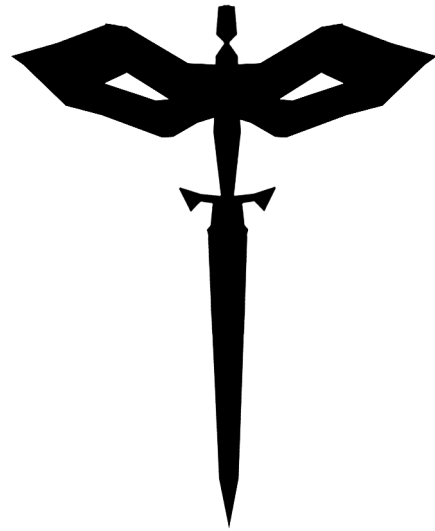
WISDOM

+1 (12)

Perception +5

CHARISMA

+0 (10)



Armour Class	Hit Points	Hit Dice
14	15	2d8
Initiative	Speed	Passive Perception
+3	25 ft.	15

Attacks

	To-Hit	Damage	Range
Shortsword	+5	1d6+3	Melee
Dagger	+5	1d4+3	20/60 ft.
Shortbow	+5	1d6+3	80/320 ft.

Bonus Actions

You may use **Dash**, **Disengage** or **Hide** as a bonus action.

Equipment

Short bow

20 arrows

Shortsword

Thieves' tools

Leather armour

2 daggers

Backpack

Bedroll

Mess Kit

Tinderbox

10 torches

10 days rations

Waterskin

50 feet rope

Sneak Attack 1d6

When you hit an enemy adjacent to an ally, or one you attacked with advantage, you can deal an additional 1d6 damage. (1/turn).

Gnome Cunning

You have **advantage** on **Intelligence**, **Wisdom** and **Charisma saving throws** against magic.

Speak with Small Beasts

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Cantrips

- *Minor Illusion* (DC 13)