

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONSTITUTIONAL

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

PASSIVE PERCEPTION

WISDOM

CHARISMA

INITIATIVE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore. Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. Using tinker's tools, you can construct a Tiny clockwork device. You can have up to three such devices active at a time.

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Tough. Your hit points maximum increases by 20.

Sentinel. When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. When a creature within 5 feet of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

Fiend Hunter. You gain advantage on initiative checks when fighting fiends. +1d4 damage of your weapon's damage type against a fiend

Rage (Bonus Action—4/Long Rest). Advantage on Strength checks and Strength Saves. A +3 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. While you aren't wearing armor, your AC equals 17. You can use a shield and still gain this benefit.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement. Your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct. You have advantage on initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical. One additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Frenzy. For the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

Mindless Rage. You can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence (Action). Choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a DC12 Wisdom saving throw or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Tinker's tools, Playing card set

Languages. Common, Gnomish, Infernal

PROFICIENCIES & LANGUAGES

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

You have weathered ruinous misfortune, and you possess hidden reserves others don't expect. You gain the Alert, Skilled, or Tough feat (your choice).

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS
