



Jacinda

College of gnomes

CLASS & LEVEL

Forest gnome

RACE

BACKGROUND

Escaped slave

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 13

-1 SAVING THROW ~~10~~ 9 Athletics
STRENGTH BASE 8

+2 SAVING THROW ~~14~~ 14 Acrobatics
DEXTERITY BASE 15 Slight of Hand
Stealth

+1 SAVING THROW ~~11~~ 11
CON BASE 12

+1 SAVING THROW ~~10~~ 11 Arcana
INTEL. BASE 12 History
Investigation
Nature
Religion

+1 SAVING THROW ~~10~~ 11 Animal Handling
WISDOM BASE 13 Insight
Medicine
Perception
Survival

+2 SAVING THROW ~~14~~ 14 Deception
CHARISMA BASE 15 Intimidation
Performance
Persuasion

TOOL PROFICIENCIES:

Drums, Uke, W

LANGUAGES:

Abyssal, Lizard person, gnomish
~~Common~~ Common

WEAPON/ARMOUR PROFICIENCIES:

CHARACTER NOTES:

Needs noise to calm anxiety
easily fooled
desperate for approval
~~Common~~
Very friendly - trusting

13 ARMOUR CLASS
+2 INITIATIVE
20 HP

Resistances:

Hit Dice: 3d8 Speed: 25 ft

Cha SPELLCASTING
+4 ATTACK BONUS
12 SAVE DC

WEAPONS:

NAME/RANGE	ATK BONUS	DAMAGE/TYPE
Rapier (melee)	+4	1d8+2 (piercing)
Shortbow	+4	1d6+2 (piercing)

SPECIAL ABILITIES:

Speak with small
beast
Soothing music

CANTRIPS:

dancing lights
vicious mockery

Firefire disguise ~~elf~~
~~an illusion~~ calm emotions
cure wounds ~~cloud~~ of daggers
sleep

EQUIPMENT:

• Reginald
• ewer
• ball bearings x 999
• camping gear
• disguise kit
• rope
• Gnomish windpipe • gold 150 125
• recorder
• small drum
• ekkellele
• water purification kit
• pony • ring
• Rapier
• Shortt
• ma