

Gage Greengather (Respected)

CHARACTER NAME

Rogue [Assassin]

CLASS & LEVEL

Variant Criminal (Spy)

BACKGROUND

Luke

PLAYER NAME

Gnome/Rock Gnome

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+4

18

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

0

10

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +7 Dexterity
- ☐ +2 Constitution
- ☒ +4 Intelligence
- ☐ +2 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +3 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +5 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☒ +4 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☒ +1 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+4

INITIATIVE

25

SPEED

Hit Point Maximum 50

CURRENT HIT POINTS

TEMPORARY HIT POINTS

5x(1d8+2)  
3x

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

"I measure every action by its efficiency — if there's a cleaner, quieter way, I'll find it."

"I've learned to stop and listen — to  
PERSONALITY TRAITS

"Loyalty must be earned, not demanded."  
(Neutral Good)

IDEALS

"My clan taught me survival, but I'll be the one to teach them change."

BONDS

"I struggle to forgive myself for the things I did when I was 'just following orders'."

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+7

1d4+4 piercing

Shortbow

+9

1d6+4 piercing

Rapier

+7

1d8+4 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Disguise Kit; Playing Card Set; Poisoners-tools; Thieves' Tools; Tinker's Tools

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Abyssal; Common; Gnomish

OTHER PROFICIENCIES & LANGUAGES



TREASURE

Arrow x20  
Backpack  
Ball bearings  
Bell  
Candle x5  
Clothes, common  
Crowbar  
Hammer  
Lantern, hooded  
Leather  
Oil x2  
Piton x10  
Quiver  
Rations (1 day) x5  
Rope, hempen  
String  
Thieves' Tools  
Tinderbox  
Waterskin

EQUIPMENT



## Gage Greengather (Respected)

CHARACTER NAME

50

AGE

3'3"

HEIGHT

39lb

WEIGHT

Grey

EYES

Marble

SKIN

Grey

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

Gage Greengather grew up among the Greengather Blades, a nomadic forest-based mercenary clan who sold their swords (and arrows) to the highest bidder. Raised with strict discipline, he learned to follow orders without question, scout without being seen, and kill without hesitation. Gnomish ingenuity blended with guerrilla pragmatism made him a master of ambush and survival.

But as he aged, the glint of gold faded in his eyes. He began to see cracks in the system — missions that razed the very forests they camped in, contracts that sacrificed innocents. When he was hired by necromancers to spy on a band of adventurers, he followed orders at first... until something changed. Perhaps it was the party's camaraderie, or the way they questioned authority. Perhaps it was the warlock's stubborn morality, or the bard's tireless optimism. Whatever the reason, he defected.

Now calling himself The Greenblade, Gage fights not for coin, but for balance. He still uses the tricks his clan taught him — the poisoned tips, the terrain tactics, the silent kills — but now, he uses them against the very systems that raised him. He's begun carving notches in his bow, not for kills, but for forests saved and people freed.

And maybe, one day, he'll return to the Greengather Blades not as a soldier, but as a spark for revolution.



## SPELLCASTING CLASS

## SPELLCASTING ABILITY

11

SPELL SAVE DC

**+3**

**SPELL ATTACK  
BONUS**

## 0 CANTRIPS

[illegible]SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

A horizontal bar divided into four equal segments. The first segment on the left is shaded gray and contains the number '1'. The remaining three segments are white and contain the number '3'. Above the bar, the text 'SLOTS TOTAL' is positioned over the first segment, and 'SLOTS EXPENDED' is positioned over the remaining three segments.

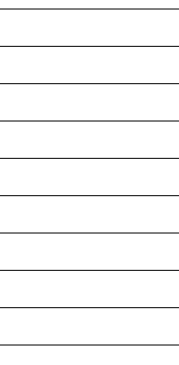
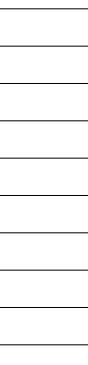
PREPARED

SPELL NAME

- ☐ Disguise Self

[illegible]

A diagram of a cylinder. A cross-section is shown in the middle, revealing a shaded region on the left and a dashed line on the right. The shaded region is bounded by a vertical line and a curved line. The dashed line is a vertical line. The cross-section is labeled with a '2' in a small box on the left.

[illegible]

5

[illegible][illegible][illegible]

9

[illegible]



# Ranger

SPELLCASTING  
CLASS

Wisdom

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- ☐ Hail of Thorns
- ☐ Hunter's Mark
- ☐ Longstrider

SPELLS KNOWN

2

4

7

8

5

9

## FEATURES & TRAITS

Darkvision: 60 ft.

### -----Bonus Actions-----

Cunning Action. As a bonus action you can Dash, Disengage or Hide (use once/turn).

### -----Actions-----

Primeval Awareness. Spend an X-level spell slot, for X minutes, you sense the types of creatures within 1 mile(6 if forest).

### -----Reactions-----

Uncanny Dodge. Halve the damage from an attacker you can see that hits you.

### -----Other Traits-----

Archery Fighting Style. You gain a +2 bonus to attack rolls you make with ranged weapons.

Artificer's Lore. Add 2X prof bonus on magical, alchemical, or technological item-related history checks.

Assassinate. Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have Advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Bonus Proficiencies. You gain proficiency with the disguise kit and the poisoner's kit.

Dread Ambusher. At 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

Favored Enemy. You have advantage on survival checks to track undead creatures and on INT checks to recall info about them.

Feature: Spy Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other spies. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Gnome Cunning. Advantage on INT, WIS, and CHA saves against magic.

Natural Explorer. Your favored terrain type is forest. Related to the terrain type: 2X proficiency bonus for INT and WIS checks for which you are proficient, difficult terrain doesn't slow your group, always alert for danger, can move stealthily alone at normal pace, 2x food when foraging, while tracking learn exact number, size, and when they passed through.

Sneak Attack. 3d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).

Specialty. There are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others. Choose the role you played in your criminal life, or roll on the table below.

Specialty: Burglar.

Telepathic. You awaken the ability to mentally connect with others, granting you the following benefits:

Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.

You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

You can cast the detect thoughts spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. Your spellcasting ability for the spell is the ability increased by this feat. If you have spell slots of 2nd level or higher, you can cast this spell with them.

Thieves' Cant. Convey secret messages hidden in normal conversation.

Tinker. Construct tiny clockwork devices.

Umbral Sight . At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

<div><div><div>Disguise Self</div><div>Ranger Level 1 Illusion DC 13 Spell Mod +5</div><div><div>1 Act.</div><div>Self</div><div>V,S</div><div>1 hr</div></div></div><div><p>You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are</p></div></div>	<div><div><div>Hail of Thorns</div><div>Ranger Level 1 Conjuration DC 13 Spell Mod +5</div><div><div>1 B.A.</div><div>Self</div><div>V</div><div>Conc, 1 min</div></div></div><div><p>The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one. At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).</p></div></div>	<div><div><div>Hunter's Mark</div><div>Ranger Level 1 Divination DC 13 Spell Mod +5</div><div><div>1 B.A.</div><div>90 ft</div><div>V</div><div>Conc, 1 hr</div></div></div><div><p>You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature. At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.</p></div></div>
<div><div><div>Longstrider</div><div>Ranger Level 1 Transmutation DC 13 Spell Mod +5</div><div><div>1 Act.</div><div>Touch</div><div>V,S,M</div><div>1 hr</div></div></div><div><p>A pinch of dirt</p><p>You touch a creature. The target's speed increases by 10 feet until the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</p></div></div>		

disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.