

Rogue (Scout) (6)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Gnome/Rock Gnome

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

16

+3

DEXTERITY

15

+2

CONSTITUTION

11

0

INTELLIGENCE

17

+3

WISDOM

10

0

CHARISMA

13

+1

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +3 Strength
- ☒ +5 Dexterity
- ☐ 0 Constitution
- ☒ +6 Intelligence
- ☐ 0 Wisdom
- ☐ +1 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

6x(1d8+0)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+6

1d4+3 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

Leather Thieves' Tools

10

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Thieves' Tools; Tinker's Tools

Weapon Proficiencies: Crossbow, hand; Longsword; Rapier; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Common; Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

FEATURES & TRAITS

Darkvision: 60 ft.

-----Bonus Actions-----

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

-----Reactions-----

Skirmisher. Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

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

-----Other Traits-----

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

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

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

Survivalist. When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

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

Tinker. Construct tiny clockwork devices.