

## Gage Greengather

CHARACTER NAME

Rogue (Scout) (6)

CLASS & LEVEL

Variant Criminal (Spy)

BACKGROUND

PLAYER NAME

Gnome/Rock Gnome

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+2

15

CONSTITUTION

-1

8

INTELLIGENCE

+4

18

WISDOM

0

10

CHARISMA

+1

13

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +3 Strength
- ☒ +5 Dexterity
- ☐ -1 Constitution
- ☒ +7 Intelligence
- ☐ 0 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +4 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☒ +7 Deception (Cha)
- ☐ +4 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☒ +7 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☒ +1 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +4 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +8 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 26

CURRENT HIT POINTS

TEMPORARY HIT POINTS

6x(1d8+-1)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+6

1d4+3 piercing

Shortbow

+5

1d6+2 piercing

Rapier

+6

1d8+3 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Navigator's Tools;  
Thieves' Tools; Tinker's Tools

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

Armor Proficiencies: Light

Language Proficiencies: Abyssal; Common;  
Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT

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



# Gage Greengather

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

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.

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.