

			Race		Gnome (Forest)								
			Background		Sage								
Character Name			Alignment						Player Name				
+2 Proficiency Bonus			Class(es)		Barbarian 2				Inspiration Points				
Ability Scores	15		14		14		14		8		10		Ability Scores
	Strength	+2	Dexterity	+2	Constitution	+2	Intelligence	+2	Wisdom	-1	Charisma	+0	
Skills (proficiency / expertise / bonus)			Saving Throws (prof. / bonus)			14 16		Hit Dice & Rolls		2d12			
Athletics			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+4		Strength		<input checked="" type="checkbox"/>	+4		14 9	
Acrobatics			<input type="checkbox"/>	<input type="checkbox"/>	+2		Dexterity		<input type="checkbox"/>	+2		No Shield Shield	
Sleight of Hand			<input type="checkbox"/>	<input type="checkbox"/>	+2		Constitution		<input checked="" type="checkbox"/>	+4		Armour Class	
Stealth			<input type="checkbox"/>	<input type="checkbox"/>	+2		Intelligence		<input type="checkbox"/>	+2		Hit Point Max 23	
Arcana			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+4		Wisdom		<input type="checkbox"/>	-1		+2 25ft Current HP	
History			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+4		Charisma		<input type="checkbox"/>	+0		Initiative Speed Temp.	
Investigation			<input type="checkbox"/>	<input type="checkbox"/>	+2		Other Proficiencies & Languages		Death Saves		Success		
Nature			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+4		Armor				Failure		
Religion			<input type="checkbox"/>	<input type="checkbox"/>	+2		Weapons		Attacks and Spellcasting				
Animal Handling			<input type="checkbox"/>	<input type="checkbox"/>	-1		Tools		Name		Bonus		Damage / Type
Insight			<input type="checkbox"/>	<input type="checkbox"/>	-1		Languages		Dagger		+4		1d4+2 piercing
Medicine			<input type="checkbox"/>	<input type="checkbox"/>	-1		Spell Attack Modifier		Finesse, light, thrown (range 20/60)				
Perception			<input type="checkbox"/>	<input type="checkbox"/>	-1		Spell Save DC		Battleaxe		+4		1d8+2 slashing
Survival			<input type="checkbox"/>	<input type="checkbox"/>	-1		Spellcasting Stat		Versatile (1d10)				
Deception			<input type="checkbox"/>	<input type="checkbox"/>	+0		Notes		Handaxe		+4		1d6+2 slashing
Intimidation			<input type="checkbox"/>	<input type="checkbox"/>	+0				Light, thrown (20/60)				
Performance			<input type="checkbox"/>	<input type="checkbox"/>	+0				Javelin		+4		1d6+2 piercing
Persuasion			<input type="checkbox"/>	<input type="checkbox"/>	+0				Thrown (30/120)				
9 Passive Wisdom (Perception)													
Speak with Small Beasts.			Your size is Small.			Darkvision 60ft							
Through sound and gestures, you may communicate simple ideas with Small or smaller beasts.			Gnome Cunning.			You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.							
Features & Traits			Unarmored Defense			Danger Sense			Reckless Attack				
			While you are not wearing any armor, your armor class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.			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.			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.				
Equipment			Battleaxe, Handaxe x2, Explorer's pack, Javelin x4, Shield			Bottle of black ink, Quill, Small knife, Common clothes, Belt pouch			Gold 10			Silver	
									100gp notes			Copper	
									10gp notes			Bits	
												Money	

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			Background		Sage		
Character Name			Alignment		Player Name		
Age	Height	Weight	Eye Colour	Hair Colour	Motivations		
Character Appearance				Personality Traits			
				Ideals			
				Bonds			
				Flaws			
Notes	Rage On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: <ul style="list-style-type: none">- You have advantage on Strength checks and Strength saving throws.- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.- You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.		Feature: Researcher When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.				Notes