

			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"/> +4				Strength <input checked="" type="checkbox"/> +4						14 9						
Acrobatics <input type="checkbox"/> +2				Dexterity <input type="checkbox"/> +2				No Shield Shield								
Sleight of Hand <input type="checkbox"/> +2				Constitution <input checked="" type="checkbox"/> +4				Armour Class		Hit Point Max 23						
Stealth <input type="checkbox"/> +2				Intelligence <input type="checkbox"/> +2				+2 25ft		Current HP						
Arcana <input checked="" type="checkbox"/> +4				Wisdom <input type="checkbox"/> -1				Initiative Speed		Temp.						
History <input checked="" type="checkbox"/> +4				Charisma <input type="checkbox"/> +0				Death Saves		Success						
Investigation <input type="checkbox"/> +2				Other Proficiencies & Languages						Failure						
Nature <input checked="" type="checkbox"/> +4				Armor Light, Medium, Shields				Attacks and Spellcasting								
Religion <input type="checkbox"/> +2								Name Bonus Damage / Type								
Animal Handling <input type="checkbox"/> -1				Weapons Simple, Martial				Dagger +4 1d4+2 piercing								
Insight <input type="checkbox"/> -1								Finesse, light, thrown (range 20/60)								
Medicine <input type="checkbox"/> -1				Tools None				Battleaxe +4 1d8+2 slashing								
Perception <input type="checkbox"/> -1								Versatile (1d10)								
Survival <input type="checkbox"/> -1				Languages Common, Gnomish, Elvish, Goblin				Handaxe +4 1d6+2 slashing								
Deception <input type="checkbox"/> +0								Light, thrown (20/60)								
Intimidation <input type="checkbox"/> +0				Spell Attack Modifier n/a				Javelin +4 1d6+2 piercing								
Performance <input type="checkbox"/> +0				Spell Save DC n/a				Thrown (30/120)								
Persuasion <input type="checkbox"/> +0				Spellcasting Stat None												
9 Passive Wisdom (Perception)				Notes												
Speak with Small Beasts. Through sound and gestures, you may communicate simple ideas with Small or smaller beasts.				Your size is Small. Darkvision 60ft												
				Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.												
Features & Traits				Unarmored Defense 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.				Danger Sense 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.				Reckless Attack 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 Copper Bits				Money
								100gp notes 10gp notes								

			Race		Gnome (Forest)		
			Background		Sage		
Character Name			Alignment		Player Name		
Age	Height	Weight	Eye Colour	Hair Colour	Motivations		
Character Appearance				Personality Traits			
				Ideals			
				Bonds			
				Flaws			
Notes	<b>Rage</b> 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"><li>- You have advantage on Strength checks and Strength saving throws.</li><li>- 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.</li><li>- You have resistance to bludgeoning, piercing, and slashing damage.</li></ul> 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.		<b>Feature: Researcher</b> 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