

## Gnomepunin tended

Player: Todd Robbins

**Male Forest Gnome Paladin 4/Rogue 7 - CL11 - CR 8**  
 Lawful Good; Small Humanoid; Deity: **Garl Glittergold** ;  
 Background: **Entertainer**; Age: **40**; Height: **3'3"**; Weight: **45lb.**; Eyes: **green**; Hair: **black**; Skin: **white**

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	<b>13</b>	<b>+1</b>	<b>+1</b>
<b>DEX</b> DEXTERITY	<b>18</b>	<b>+4</b>	<b>+8</b>
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	<b>+1</b>
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	<b>+5</b>
<b>WIS</b> WISDOM	<b>13</b>	<b>+1</b>	<b>+1</b>
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	<b>+2</b>

<b>AC</b> <b>16</b>	<b>Initiative</b> <b>+4</b>	<b>Speed</b> <b>25 ft</b>
<b>Proficiency</b> <b>+4</b>	<b>Inspiration</b>	
<b>HP</b> <b>91</b>	<b>HD</b> <b>7d8+4d10</b>	<b>Death Saves</b>
Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** **1**

### Dagger

Main hand: **+8, 1d4+6 piercing** Rng: 20 ft./60 ft.  
 Ranged: **+8, 1d4+4 piercing** Finesse, Light, Thrown

### Dart

Ranged: **+8, 1d4+4 piercing** Rng: 20 ft./60 ft.  
 Finesse, Thrown

### Shortsword

Main hand: **+8, 1d6+6 piercing** Finesse, Light

### Sunsword

Main hand: **+10, 1d8+8 radiant plus 1d8 vs undead** Finesse

### Studded leather

**+2**



5<sup>th</sup> Edition SRD



Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+8</b>	DEX (4)	<b>+4</b>	
<b>Animal Handling</b>	<b>+1</b>	WIS (1)	-	
<b>Arcana</b>	<b>+1</b>	INT (1)	-	
<b>Athletics</b>	<b>+5</b>	STR (1)	<b>+4</b>	
<b>Deception</b>	<b>+6</b>	CHA (2)	<b>+4</b>	
<b>History</b>	<b>+1</b>	INT (1)	-	
<b>Insight</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidation</b>	<b>+2</b>	CHA (2)	-	
<b>Investigation</b>	<b>+1</b>	INT (1)	-	
<b>Medicine</b>	<b>+1</b>	WIS (1)	-	
<b>Nature</b>	<b>+1</b>	INT (1)	-	
<b>Perception</b>	<b>+1</b>	WIS (1)	-	
<b>Performance</b>	<b>+10</b>	CHA (2)	<b>+8</b>	
<b>Persuasion</b>	<b>+2</b>	CHA (2)	-	
<b>Religion</b>	<b>+1</b>	INT (1)	-	
<b>Sleight of Hand</b>	<b>+12</b>	DEX (4)	<b>+8</b>	
<b>Stealth</b>	<b>+12</b>	DEX (4)	<b>+8</b>	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	

**Passive Perception: 11**

### Feats

Lucky (3/long rest)

### Other Proficiencies:

**Tools:** Disguise kit (+4); Hand Drum (+4); Poisoner's kit (+4); Thieves' tools (+8)

**Weapons:** Martial weapons; Simple weapons; Crossbow, hand; Longsword; Rapier; Shortsword

**Armor:** Light armor; Medium armor; Shields

## Gear

**Total Weight Carried: 78.25 lbs,  
(Maximum: 195 lbs)**

Backpack (empty)	5 lbs
Bedroll	7 lbs
Cloak of Many Fashions	-
Dagger	1 lb
Dart	0.25 lbs
Mess kit	1 lb
Money	-
Rations x10	20 lbs (10 @2 lbs)
Ring of Regeneration	-
Rope, hempen (50 feet)	10 lbs
Shortsword	2 lbs
Studded leather	13 lbs
Sunsword	3 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Waterskin	5 lbs

## Special Abilities

Assassin  
Assassinate  
Bonus Proficiencies  
By Popular Demand  
Channel Divinity: Nature's Wrath (DC 14 Dex/Str)  
Channel Divinity: Turn the Faithless (DC 14 Wis)  
Cunning Action  
Darkvision (60 feet)  
Divine Sense (3/long rest)  
Divine Smite  
Evasion  
Expertise (Thieves's tools)  
Gnome Cunning  
Lay on Hands (20 HP/long rest)  
Oath of the Ancients  
Sneak Attack +4d6  
Speak with Small Beasts  
Thieves' Cant  
Uncanny Dodge

## Racial Spells & Spell-Like Abilites

Minor Illusion (At will)

## Tracked Resources

Channel Divinity (1/short rest)	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dart	<input type="checkbox"/>
Divine Sense (3/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lay on Hands (20 HP/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lucky (3/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Gnomish

## Experience & Wealth

Experience Points: **85000**/100000  
Current Cash: **You have no money!**

## Role Playing

**Personality Trait:** Mood - I'm quick to change my mood or mind.

**Personality Trait:** Story - For every situation I know a story that's relevant.

**Ideal:** Tradition - We learn a lot about who we are by listening to the stories, legends and songs of the past (Lawful)

**Bond:** Idolize - I am always measuring myself again an old hero that I idolize.

**Flaw:** Pretty - I fall head over heels for a pretty face.

: Actor - Actor

: Jester - Jester

: Tumbler - Tumbler

## Spell Slots

1st level

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## Spells & Powers

**Paladin spells memorized** (CL 2nd)

**Spell Save DC 14 Spell Attack +6**

**1st**—*bless*, *ceremony*<sup>R</sup>, *divine favor*, *ensnaring strike*, *protection from evil and good*, *speak with animals*<sup>R</sup>

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

## Background

they a rogue in practice, Gnome punin, the youngest of 13 siblings did not live a roughish lifestyle, infact he learned the trade from his uncle unin.