

Gnomepunin tended – Abilities & Gear

Lucky (3/long rest)

Feat

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20.

- You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
- You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

Appears In : 5e Players Handbook

By Popular Demand

Unknown

You can always find a place to perform, an inn, tavern, circus, theater, or even for nobility. For your performance you receive free food and lodging at a modest or comfortable standard for each night you perform. Because of your skills as a performer, you can become the local figure everyone wants to see. People notice you as you pass through towns you have previously performed at, making you someone of a minor celebrity.

Darkvision (60 feet)

Racial Ability,Senses (Gnome)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Gnome Cunning

Racial Ability (Gnome)

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Speak with Small Beasts

Racial Ability (Forest Gnome)

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as pets.

Appears In : 5e Players Handbook

Assassin

Class Ability (Rogue)

The abilities of an assassin are skilled at being able to kill or incapacitate a target while avoiding confrontation. They are skilled at dealing critical damage from sneak attacks and can poison their weapons without the risk of accidentally poisoning themselves. With training they can deliver a sneak attack that can instantly kill their target; alternatively, if the target is wanted alive they can merely paralyze it, allowing time for them to be tied up, placed in manacles or otherwise restrained.

Appears In : 5e Players Handbook

Assassinate

Class Ability (Rogue)

You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Bonus Proficiencies

Class Ability (Rogue)

You have proficiency with two kits (disguise and poisoner).

Channel Divinity: Nature's Wrath (DC 14 D) Class Ability (Paladin)

Channel Divinity to appeal to primeval energies to entangle an enemy. As an action, you can cause spectral vines to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.

Channel Divinity: Turn the Faithless (DC 14 D) Class Ability (Paladin)

Channel Divinity to speak ancient phrases that are hurtful to fey and fiends to that them. As an action, you present your holy symbol, and each fey or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Cunning Action

Class Ability (Rogue)

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Divine Sense (3/long rest)

Class Ability (Paladin)

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Divine Smite

Class Ability (Paladin)

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Evasion

Class Ability (Rogue)

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise (Thieves' tools)

Class Ability (Rogue)

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

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Lay on Hands (20 HP/long rest) Class Ability (Paladin)

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level \times 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Oath of the Ancients Class Ability (Paladin)

The Oath of the Ancients harkens to the beginning of the race of elves and when the druids first recited the rituals of the world. These paladins are variably named fey knights, green knights, or horned knights. They are paladins who promise themselves to the side of the light in the cosmic conflict against darkness. They love the beautiful and life-giving entities of the universe, not necessarily because they believe in values of honor, bravery, and justice. They decorate their armor and clothing with images of leaves, antlers, flower or other living, growing things to demonstrate their dedication to protecting life and the light in the world.

Tenets of the Ancients

The tenets of the Oath of the Ancients have existed for millennia. This oath focuses on the values of good above any concerns for law or chaos. Its four precepts are:

Kindle the Light. Through your acts of compassion and forgiveness, ignite the beacon of hope, driving back hopelessness.

Shelter the Light. Where there is goodness, beauty, love, and joy in the world, stand firm against the wickedness that threatens to devour it. Where life blossoms, fight the forces that would turn it desolate.

Preserve Your Own Light. Delight in music and merriment, in beauty and art. If you let the light perish in your own soul, you can't maintain it in the world.

Be the Light. Be a magnificent example for all who live in hopelessness. Let the radiance of your happiness and bravery illuminate in all your deeds.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Ancients Spells

Paladin Level Spells

3rd ensnaring strike, speak with animals

5th moonbeam, misty step

9th plant growth, protection from energy

13th ice storm, stoneskin

17th commune with nature, tree stride

Appears In : 5e Players Handbook

Sneak Attack +4d6

Class Ability (Rogue)

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant

Class Ability (Rogue)

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge

Class Ability (Rogue)

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Minor Illusion (At will)

Gnome 0th

Illusion cantrip

Casting Time : 1 action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5 foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Sunsword

Weapon

The *Sunsword* is a unique and sentient version of a *sun blade*. The *Sunsword* is sentient, with a Chaotic Good alignment, an Intelligence of 11, a Wisdom of 17, and a Charisma of 16. It has hearing and normal vision out to 60 feet. It communicates by transmitting emotions to the creature carrying or wielding it. The *Sunsword* has a special purpose to destroy Strahd in the Ravenloft setting.

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15 foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Ring of Regeneration

Ring

While wearing this ring, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Cloak of Many Fashions

Wondrous Item

When worn, you can use a bonus action to change the overall appearance (style, color, and apparent quality) of this cloak. Its weight doesn't change. It cannot appear as anything but a cloak. Although it can as a magical cloak, it doesn't gain their magical properties.

Appears In : Xanathar's Guide To Everything