

CHARACTER NAME

WHAT I LOOK LIKE

MY CLASS

Forest Gnome

5

Bookworm

RACE

AGE

BACKGROUND

XP

EYES

HAIR

HEIGHT

WEIGHT

STRENGTH

+0

+0

BONUS

SAVE

DEXTERITY

+2

+2

BONUS

SAVE

CONSTITUTION

+0

+0

BONUS

SAVE

INTELLIGENCE

+3

+5

BONUS

SAVE

WISDOM

+2

+4

BONUS

SAVE

CHARISMA

-1

-1

BONUS

SAVE

1

Wizard

LEVEL

+2

PROFICIENCY

INSPIRATION

12

PASSIVE PERCEPTION

- 1d20
- SKILLS
- ☐ +2 ACROBATICS: I'm good at tumbling, flipping, and rolling.
 - ☐ +2 ANIMAL HANDLING: Animals really like me
 - ☒ +5 ARCANA: I know about magic, spells, and weird things
 - ☐ +0 ATHLETICS: I'm good at running, jumping, and climbing
 - ☐ -1 DECEPTION: I'm good at lying and playing tricks on people
 - ☒ +5 HISTORY: I know about things that happened a long time ago
 - ☐ +2 INSIGHT: I know how people feel and can tell when they're lying
 - ☐ -1 INTIMIDATION: I'm good at scaring people!
 - ☒ +5 INVESTIGATION: I can find clues and secrets
 - ☒ +4 MEDICINE: I can help people when they're sick
 - ☐ +3 NATURE: I know all about plants and animals
 - ☐ +2 PERCEPTION: I'm good at finding and spotting things
 - ☐ -1 PERFORMANCE: I'm good at putting on a show!
 - ☐ -1 PERSUASION: I can get people to do what I want to do
 - ☐ +3 RELIGION: I know about the gods and prayers
 - ☐ +2 SLEIGHT OF HAND: I'm good at hiding things and taking things
 - ☐ +2 STEALTH: I'm good at hiding and staying quiet
 - ☐ +2 SURVIVAL: I can follow footprints and track animals

ARMOUR

12

15

INITIATIVE

+2

SPEED

25

6

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

1

d6

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE

Quarterstaff

1d20 + 2

1d8

Sling

1d20 + 4

1d4 + 2

Ray of Frost

1d20 + 5

1d8

Rocks

AMMUNITION

OTHER COMBAT STUFF

Ray of Frost: I can cast this spell all the time! It makes things move 10 feet slower if I hit them.

I can't wear armour.

Sometimes I cast Mage Armor. It makes my Armour 15!

STUFF I CAN DO

I can speak, read, and write Common, Draconic, Elvish, and Gnomish.

I can see in the dark up to 60 feet away.

I have advantage on Intelligence, Wisdom, and Charisma saves against magic.

I love small animals and can talk to them using funny sounds and hand signs.

I can cast spells and rituals! (see Spell Sheet)

When I take a Short Rest, I regain one spell.

I am really smart! I always have my books with me - one even has magic!

I have a scholar's kit for writing down all the cool stuff I do.