

NIB CALINUS

Character Name

14

Str

+2

13

Dex

+1

16

Con

+3

16

Int

+3

10

Wis

0

10

Cha

0

Saving Throws

+5

Strength

+1

Dexterity

+6

Constitution

+3

Intelligence

+0

Wisdom

+0

Charisma

Level and Class

Rock Gnome

NG

Race

Alignment

8th level fighter

Skills

Acrobatics (Dex)
Animal Handling (Wis)
Arcana (Int)
Athletics (Str) +5
Deception (Cha)
History (Int) +6
Insight (Wis) +3
Intimidation (Cha)
Investigation (Int)
Medicine (Wis)
Nature (Wis)
Perception (Wis)
Performance (Cha)
Persuasion (Cha) +3
Religion (Int)
Sleight of Hand (Dex)
Stealth (Dex)
Survival (Wis)
10 Passive Wisdom (Perception)

Guild Artisan

Background

34,000

Experience

16

Armor Class

+1

Initiative

25

Speed

76

Max hp

76

Current Hit Points

Hit Die

Hit Die	Total	Used
d10	8	

Equipment

Blacksmiths tools
Letter of guild introduction
Travelers clothes
15 gp
Breastplate
Shortbow, 20 arrows
Lance
Longsword
2 handaxes
Explorer's Pack
backpack and bedroll
mess kit
tinderbox and 10 torches
10 days rations
waterskin
50ft rope
Javelin of Lightning
Potion of Climbing
Potion of Healing

Racial Traits

Darkvision (60 ft)
Gnome Cunning
Artificer's Lore
Tinker

Class Features

Guild Membership
Fighting style: Defense (+1 AC)
Second wind (Once per rest)
Action Surge (Once per rest)
Extra attack
Martial Archetype: Battle Master
Know your Enemy
Combat Superiority (DC 13 saves)
Superiority dice (5 d8s per rest)
Maneuvers:
Lunging Attack
Goading Attack
Maneuvering Attack
Trip Attack
Distracting Strike

Proficiencies

Proficiency Bonus +3

Blacksmithing tools
All armor, shields
Simple and Martial weapons
Woodworking tools

Feats/Notes

SpellCasting

Spellcasting Class Ability Save DC Atk Bonus
Spells Known

Cantrips

1st Level

Slots:

2nd Level

Slots:

3rd Level

Slots:

4th Level

Slots:

5th Level

Slots:

6th Level

Slots:

Personality/Ideals/Bonds/Flaws

Inspiration

Personality: Acts as the cool-know it all
Ideals: Proud inventor and weaponsmith
Bonds: I invent weapons to protect those who need it.
Flaws: Everything has a cause and effect, and I always
Every cause and effect (or at least I pretend to)

Languages

Common
Gnomish
Dwarvish