

# NIB CALINUS

Character Name

8th level fighter

Level and Class

Rock Gnome

NG

Race

Alignment

Guild Artisan

Background

34,000

Experience

16

Armor Class

+1

Initiative

25

Speed

76

Max hp

76

Current Hit Points

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:

## Saving Throws

+5 Strength  
 +1 Dexterity  
 +6 Constitution  
 +3 Intelligence  
 +0 Wisdom  
 +0 Charisma

## 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)

## Attacks

Weapon	Bonus	Damage	Range	Type
Shortbow	+4	1d6+1	80-320ft	p
Lance	+5	1d12+2	10ft	p
Longsword	+5	1d8+2		s
Handaxe (2)	+5	1d6+2	20/60 ft	s
<i>Javelin of Lightning</i>	+5	1d6+2	30/120ft	Mp

## Combat Notes

Longsword is versatile (1d10)  
 Extra Attack  
 Maneuvers  
 Action Surge (1/rest)

Javelin of Lightning does 4d6 lightning damage in a line with a DC 13 Dex save 1/day  
 Otherwise it is a magic javelin

## 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

14

Str

+2

13

Dex

+1

16

Con

+3

16

Int

+3

10

Wis

0

10

Cha

0