



## Gnome Fighter

Level 5 Player Character (Soldier Background)

AC	Hit Points	Hit Dice	Prof. Bonus
17	44	5d10	+3

### Ability Scores

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	15 (+2)	8 (-1)	10 (+0)

### Saving Throws

STR	DEX	CON	INT*	WIS*	CHA*
+7	+1	+5	+2	-1	+0

\*As a gnome, you have advantage on these saving throws.

### Skill Proficiencies

Acrobatics +4	Intimidation +3
Athletics +7	Survival +2

### Other Proficiencies

All Armor	Simple Weapons
Gaming Set (dragonchess)	Martial Weapons
Land Vehicles	Tinker's Tools

### Equipment

Common Clothes	Longsword†
Deck of Cards	Shield†
Dragonchess Set	Sling (20 bullets)
Half Plate Armor†	10 Gold Pieces (in pouch)

†These items are represented by LEGO® pieces.

### Favorite Attacks\*

**Longsword.** *Melee Weapon Attack:* 1d20 + 7, reach 5 ft., one target. *Hit:* 1d8 + 4 slashing damage, or 1d10 + 4 slashing damage when used with two hands.

**Sling.** *Ranged Weapon Attack:* 1d20 + 4, range 30/120 ft., one target. *Hit:* 1d4 + 1 bludgeoning damage.

\*You can attack twice on each of your turns, and your weapon attacks score a critical hit on a roll of 19 or 20.

### Class Features

Action Surge (recharges after a short or long rest)

Fighting Style: Defense (included in the Fighter's AC)

Second Wind (recharges after a short or long rest)

### Other Features

Speaks Common and Gnomish

Speed 25 ft.

Darkvision 60 ft.

Natural Illusionist (you know one cantrip):

*Minor Illusion*—Create a sound or image that lasts for 1 minute.

Speak with Small Beasts