

Character Name

**Gnome**

Race

**Bard N1**

Class & Level

Height & Weight

Age & Sex

**9** STR **-1**

**13** CON **+1**

**15** DEX **+2**

Initiative

**+2**

Level + Dex

**13** INT **+1**

**9** WIS **-1**

**15** CHA **+2**

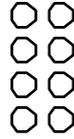


Hit Points

<b>12</b>	Current
Maximum	Current

Recoveries

**4**  
**1d6+1**



Death Saves



PD

**12**

10 + Level + Str/Con/Dex

AC

**11**

10 + Level + Con/Dex/Wis

MD

**13**

12 + Level + Int/Wis/Cha

Icon Relationships

**Shadow Prince (positive 1)**

One Unique Thing

Backgrounds

**Alpaca farmer +3**

**Ran away with a traveling circus +3**

Talents and Features

**Small**

Gnomes have a +2 AC bonus against opportunity attacks.

**Confounding (Racial Power)**

Once per battle, when you roll a natural 16+ with an attack, you can also daze the target until the end of your next turn.

**Minor Illusions**

As a standard action, at-will, you can create a strong smell or a sound nearby. Nearby creatures that fail a normal save notice the smell or sound. Creatures that make the save may notice it but recognize it as not exactly real.

**Gift of Inspiration**

Once per day per Charisma modifier, you can gift a d4 inspiration die to an ally as a quick action. The ally can add the die result to one d20 roll, such as an attack, a save or a skill check, before the end of the battle. The ally can decide to add the die after making the roll. You sing an inspiring tune for this talent, so the ally has to be able to hear your voice, and you can't do it stealthily.



Equipment

Attacks

**Rapier (Melee attack)**

Attack: 1d20+2 vs. AC  
Hit: 1d6+2 damage  
Miss: —

**Shortbow (Ranged attack)**

Attack: 1d20+2 vs. AC  
Hit: 1d6+2 damage  
Miss: —

**You Don't Dance!**

Flexible melee attack  
Triggering Roll: Natural odd hit  
Effect: The target takes a penalty on its next attack roll against equal to your Charisma modifier.

**Power Chord**

Close-quarters spell; Cyclic (cast once per battle OR at-will when the escalation die is even)  
Target: 1d3 nearby enemies in a group  
Attack: 1d20+2 vs. MD  
Hit: 1d8 + 2 psychic damage, and an ally engaged with the target gains advantage on their next attack against it.  
Miss: —

*Feats*

*Gear, Equipment & Money*

*Magic Items*

Adventurer: Minor Telekinesis

*Minor Psionic Powers*

*Other Psionic Powers*