

Phinneus

Player: Gnatthegnome

Gnome (Deep) Paragon(Trickster) 1, NG

5e rules

Armor Class 17

Hit Points 10

HD 1d8 +2

Speed 30

Size Small

STR 12 (+1) **DEX** 18 (+4) **CON** 14 (+2) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 16 (+3)

Saving Throws WIS, CHA

Feats Flail Warrior

Skills Sleight of Hand (+6), Stealth (+6), Persuasion (+5), Perception (+3),

Other Proficiencies light armor, medium armor, shields, simple weapons, (one martial)
Disguise Kit, Thieves Tools, Acrobatics (+6)

Resistances advantage on Intelligence, Wisdom, and Charisma saving throws against spells

Immunities

Senses Darkvision 120'

Background Urchin

Languages Common, Undercommon

XP 0

Proficiency Bonus +2

Equipment

Chainmail

Handaxe

Flail

Explorers pack

Small knife, map of home city, pet mouse, token from parents, common clothes

10GP

Spellcasting. DC #, +# to hit

—ACTIONS—

Flail. +6 to hit, 1d10+4 Bludgeoning damage, Sap

Handaxe. +6 to hit, 1d10+4 Slashing damage, Vex

FEATURES

Flail Warrior

Prerequisite: Proficiency with the flail or whip

You have perfected advanced techniques with flexible striking weapons, which provides you the following benefits:

- Flails you wield have the finesse and versatile (1d10) property.
- When you make an attack with a flail, whip, or flail-like weapon, you ignore any bonus the target has to its AC from a shield, spells such as shield or shield of faith, or a parrying technique.
- Twice per short rest when you hit a Large or smaller creature with a flail, whip, or flail-like weapon, you can attempt to trip or disarm the target. The target must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failed save, the target falls prone or drops one object it is holding of your choice, which lands in the target's space.

Hand of Fate

Fortune favors your exploits during crucial moments. When you make an ability check, saving throw, or attack roll, you can use Hand of Fate to gain advantage. You can do so only during combat or other situation of immediate danger, and you must declare this choice before making your roll.

Once you use Hand of Fate, you must complete a short or long rest to regain its use.

Serendipitous Encounter

You tend to come across individuals who aid you at crucial moments throughout your journeys. Starting at 1st level, you can use Serendipitous Encounter while taking a short or long rest, or during downtime. In doing so, a helpful NPC appears and assists you in some way. Common archetypes for this NPC are a wise man or a seeress, though the GM may provide an NPC that better fits the scenario, even one that is non-humanoid or a spirit.

The NPC provides one of the following:

- Gives information or clues helpful to your current situation
- Makes an ability check with a +8 bonus
- Casts one spell of 2nd level or lower (spell save DC 14)
- Gives you a helpful item

While you typically choose when the Serendipitous Encounter occurs, the GM may opt for the NPC to appear at a more opportune moment.

Once you use Serendipitous Encounter, you must gain another level of paragon before you can use it again.

Spry Combatant

Beginning at 1st level, you possess an astounding amount of precision and versatility with weapons. You treat all one-handed melee weapons as having the finesse property. When you make a melee attack with a one-handed weapon, you treat the weapon as having 1d10 damage. This feature does not function if you are two-weapon fighting or using a shield, nor does it function with reach weapons or improvised weapons.

Unarmored Defense

Starting at 1st level, while you are wearing no armor and not using a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Sly Hand of Fate

Also at 1st level, whenever you use Hand of Fate, you gain one additional action that you must use before the end of your next turn. This action can be used only to Dash, Disengage, Dodge, Hide, or attempt to escape a grapple or other restraining effect. Alternatively, you can expend Hand of Fate to take this additional action immediately, even during another creature's turn.

City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

Gnomish Magic Resistance

You have advantage on Intelligence, Wisdom, and Charisma saving throws against spells.

Svirfneblin Camouflage

When you make a Dexterity (Stealth) check, you can make the check with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Gift of the Svirfneblin

Starting at 3rd level, you can cast the disguise self spell with this trait. Starting at 5th level, you can also cast the nondetection spell with it, without requiring a material component. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level.

~~Intelligence, Wisdom, or Charisma~~ is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

