

MIRABEL

GNOME ROGUE 2nd Level



13 STR	17 DEX	12 CON
+1	+3	+1
14 INT	9 WIS	16 CHA
+2	-1	+3
+2 Proficiency	25' Speed	
+6 DEX saving throw	+3 INT saving throw	

ABILITIES

Darkvision

Gnome Cunning

Mirabel gets advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

SKILLS

Arcana +4
Stealth +5
Persuasion +5

Backstab

If Mirabel attacks an enemy that can't see her, she gets to roll an additional 2d6 to her damage.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Acid Splash

Mage Hand

Minor Illusion

SHORT
SWORD

+3
to hit

1d8+3
to damage

THROWN
DAGGER

+5
to hit

1d4+3
to damage



EQUIPMENT

Hidden pouch with thief's picks and tools
small hammer, crowbar, wire,
5 hidden daggers, map of the sewers, pen,
ink, book of magic tricks and illusions,
cloak, bed roll, food bag

TREASURE

40 Gold

40 Fake Gold

MIRABEL

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“Mirabel is not to be trusted”, were the words written on the message board the day she was kicked out of the Wizard’s school. It’s not that she wasn’t a good mage-in-training. She was great at Wizarding. It’s just that she loved pranks and tricks more. And ever since the Headmaster’s pink hair incident, she’s been much happier not having to sit in class all day.

After dropping out of Wizard school, Mirabel fell back in with her mysterious childhood friend One-Eye. Highly placed in the Guild, One-Eye has been Mirabel’s benefactor, hiring her for odd jobs and strange errands.

Personality Trait: “Pick a card, any card!”

Ideal: “There’s nothing better than taking the high-and-mighty down a peg or two.”

Bond: “I don’t know about the Cheddar Guild. They are up to something more than just cheese... But One-Eye is my only friend ”

Flaw: “I bet a little itching powder would wipe the smug smile off that noble’s face!”

SPELLS & CANTRIPS

ACID SPLASH Roll to hit a target with a +5, and a balloon of acid splashes everyone within 5’ for 1d6 damage.

MAGE HAND Mirabel evokes a small invisible floating hand that can move 10 feet away and lift 10 pounds.

MINOR ILLUSION Mirabel creates a human-sized, or smaller, illusionary object. The illusion lasts one minute.



STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

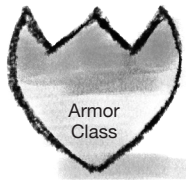
SPELLS

to hit

to damage

to hit

to damage



Armor Class



Hit Points

EQUIPMENT

TREASURE



Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

