

TOOL PROFICIENCIES:

Cards

LANGUAGES:

Common, Draconic, Gnomish

WEAPON/ARMOUR PROFICIENCIES:

dart, dagger, stave, sling, light crossbow

CHARACTER NOTES:

Impoverished former noble, having been away from the city gathering wizard school funds as a merchants wizard when his family was banished and assets seized.

An initiate of the secret flame.

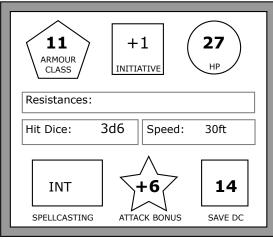
Wizard: 5

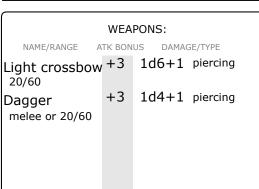
CLASS & LEVEL

Forest Gnome RACE

Waterdhavian Noble

BACKGROUND





SPECIAL ABILITIES:

Darkvision (60ft)

Speak with small beasts: Through sound and gestures, you may communicate simple ideas with Small or smaller heasts

Gnome cunning:

You have advantage on all intelligence, wisdom, and charisma saves against magic.

Arcane recovery: choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

Minor Alchemy: Temporarily change one substance into another substance.

Elemental (Fire) Adept (feat)

CANTRIPS:

Firebolt Minor illusion Mending Message

Control Flames

Detect Magic

Mage Armour Chromatic Orb

Burning Hands

Identify

Alarm

Tenser's floating disc

LEVEL 4: SPELL SLOTS: 4/3

Shatter

Enlarge/Reduce **Pyrotechnics** Comprehend Languages

Flaming sphere

SPELLS KNOWN: 4

Fireball Thunderstep

EQUIPMENT:

Light Crossbow Dagger Component Pouch Chain of Compulsion Minor health potion Spellbook

Cloak of Protection, maybe cursed

Negotiator's badge Moorland pony Notebooks Fountain Pen Inkwell Cape 75qp

"Using your tongue to predict the rain"