

Gnaddy Krurt

Character Name

Noah Worley

Player Name

Math Mathonwy

Deity

None

Region

Chaotic Neutral

Alignment

Wizard 4

CLASS

Gnome (Forest) / Humanoid

RACE

Small / 5 ft.

SIZE / FACE

2' 11" / 35 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.)

VISION

4 (4)

2700 / 6500

42 (December 6) Male

Purple

EYES

White, Frazzled

HAIR

Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	8	-1	8	-1		
<b>DEX</b> Dexterity	14	+2	14	+2		
<b>CON</b> Constitution	12	+1	12	+1		
<b>INT</b> Intelligence	18	+4	18	+4		
<b>WIS</b> Wisdom	16	+3	16	+3		
<b>CHA</b> Charisma	8	-1	8	-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>STRENGTH</b> ( )	-1	= +0	+ -1	+ +0	+ +0	+ +0	
<b>DEXTERITY</b> ( )	+2	= +0	+ +2	+ +0	+ +0	+ +0	
<b>CONSTITUTION</b> ( )	+1	= +0	+ +1	+ +0	+ +0	+ +0	
<b>INTELLIGENCE</b> ( )	+6	= +2	+ +4	+ +0	+ +0	+ +0	
<b>WISDOM</b> ( )	+5	= +2	+ +3	+ +0	+ +0	+ +0	
<b>CHARISMA</b> ( )	-1	= +0	+ -1	+ +0	+ +0	+ +0	

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
<b>MELEE</b> attack bonus	+0	=	+0	+	+0	+	+0	+	+0	+	0	+	
<b>RANGED</b> attack bonus	+0	=	+0	+	+0	+	+0	+	+0	+	0	+	
<b>GRAPPLE</b> attack bonus	-1	=	+0	+	-1	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+0	1d3	20/x2	5 ft.

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	B	M	20/x0	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+1	1d6-1	2W-P-(OH)	-5	1d6-1	
1H-O	-3	1d6-1	2W-P-(OL)	-3	1d6-1	
2H	+1	1d6-1	2W-OH	-9	1d6-1	

Special Properties: Versatile: This weapon can be used with one or two hands. A damage value in parentheses appears with the property-the damage when the weapon is used with two hands to make a melee attack. (1d8)

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

HP hit points	28	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED																	
														Walk 25 ft.																	
AC armor class	15	:	13	:	15	=	13	+	0	+	0	+	2	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC
INITIATIVE modifier	+2	=	+2	+	+0				0		+0																				
	TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		Arcane Spell		ARMOR CHECK		SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST										

TOTAL SKILLPOINTS:		SKILLS					MAX RANKS: /	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Acrobatics		DEX	2	=	2	+		
Animal Handling		WIS	3	=	3	+		
Arcana		INT	6	=	4	+ 2		
Athletics		STR	1	=	-1	+ 2		
Deception		CHA	-1	=	-1	+		
History		INT	4	=	4	+		
Insight		WIS	3	=	3	+		
Intimidation		CHA	-1	=	-1	+		
Investigation		INT	4	=	4	+		
Medicine		WIS	5	=	3	+ 2		
Nature		INT	4	=	4	+		
Perception		WIS	3	=	3	+		
Performance		CHA	-1	=	-1	+		
Persuasion		CHA	-1	=	-1	+		
Religion		INT	4	=	4	+		
Sleight of Hand		DEX	2	=	2	+		
Stealth		DEX	2	=	2	+		
Survival		WIS	5	=	3	+ 2		
				=		+		
				=		+		

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

Conditional Skill Modifiers:

Passive Perception is 13

+2 Pan flute

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Clothes, Traveler's		Equipped	1	4 / 2	
Belt Pouch		Equipped	1	1 / 0.5	
12.02 lbs., 1 little bag of sand, 1 Component pouch, 1 Coin (Gold), 5 Rations (1 day)					
little bag of sand		Belt Pouch	1	0 / 0	
Component pouch		Belt Pouch	1	2 / 25	
Rations (1 day)		Belt Pouch	5	2 (10) / 0.5 (2.5)	
Backpack		Equipped	1	5 / 2	
30 lbs., 1 book of lore, 1 Ink (1 ounce bottle), 1 Ink pen, 1 Hunting trap, 1 Animal Trophy, 1 Quarterstaff, 10 Parchment (one sheet), 2 Vial of Robitussin					
book of lore		Backpack	1	0 / 0	
Ink (1 ounce bottle)		Backpack	1	0 / 10	
Ink pen		Backpack	1	0 / 0	
Hunting trap		Backpack	1	25 / 5	
Animal Trophy		Backpack	1	0 / 0	
Quarterstaff		Backpack	1	4 / 0.2	
Versatile: This weapon can be used with one or two hands. A damage value in parentheses appears with the property-the damage when the weapon is used with two hands to make a melee attack. (1d8)					
Parchment (one sheet)		Backpack	10	0 (0) / 0.1 (1)	
Vial of Robitussin		Backpack	2	0.5 (1) / 3 (6)	
(Vial)					
Staff		Carried	1	4 / 5	
Spellbook		Carried	1	3 / 50	
TOTAL WEIGHT CARRIED/VALUE		55.02 lbs.	109.2gp		
WEIGHT ALLOWANCE					
Light	120	Medium	120	Heavy	120
Lift over head	120	Lift off ground	240	Push / Drag	240
MONEY					
Coin (Gold): 1[Belt Pouch]					
Total= 1 gp [Unspent Funds = 43.5 gp]					
MAGIC					
Languages					
Common, Gnomish, Goblin					
Other Companions					

Class Features

**Feature: Wanderer** [Wizards of the Coast - Player's Handbook]

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

**Spellcasting** [Wizards of the Coast - Player's Handbook, p.114]

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list. Spell save DC 14; Spell attack modifier +6

**Cantrips** [Wizards of the Coast - Player's Handbook, p.114]

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

**Preparing and Casting Spells** [Wizards of the Coast - Player's Handbook, p.114]

The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to 8. The spells must be of a level for which you have spell slots. For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

**Ritual Casting** [Wizards of the Coast - Player's Handbook, p.114]

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

**Arcane Recovery** [Wizards of the Coast - Player's Handbook, p.115]

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

**Arcane Tradition** [Wizards of the Coast - Player's Handbook, p.115]

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuraton, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

**School of Transmutation** [Wizards of the Coast - Player's Handbook, p.119]

You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities. Your magic gives you the tools to become a smith on reality's forge. Some transmuters are tinkers and pranksters, turning people into toads and transforming copper into silver for fun and occasional profit. Others pursue their magical studies with deadly seriousness, seeking the power of the gods to make and destroy worlds.

**Transmutation Savant** [Wizards of the Coast - Player's Handbook, p.119]

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved.

**Minor Alchemy** [Wizards of the Coast - Player's Handbook, p.119]

Starting at 2nd level when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

**Ability Score Improvement** [Wizards of the Coast - Player's Handbook, p.115]

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Special Qualities	
<b>Spellcaster Spell Slots</b>	[Wizards of the Coast - Player's Handbook]
1st = 4, 2nd = 3, 3rd = 0, 4th = 0, 5th = 0, 6th = 0, 7th = 0, 8th = 0, 9th = 0	
<b>Ability Score Increase</b>	[Wizards of the Coast - Player's Handbook, p.36]
Your Intelligence score increases by 2.	
<b>Darkvision</b>	[Wizards of the Coast - Player's Handbook, p.37]
Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.	
<b>Gnome Cunning</b>	[Wizards of the Coast - Player's Handbook, p.37]
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.	
<b>Languages</b>	[Wizards of the Coast - Player's Handbook, p.37]
You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.	
<b>Natural Illusionist</b>	[Wizards of the Coast - Player's Handbook, p.]
You know the minor illusion cantrip. Intelligence is your magic ability for it. Spell save DC 14.	
<b>Speak with Small Beasts</b>	[Wizards of the Coast - Player's Handbook, p.]
Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.	
<b>Feature: Wanderer</b>	[Wizards of the Coast - Player's Handbook]
You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other	

people each day, provided that the land offers berries, small game, water, and so forth.	
<b>Outlander Bond ~ 2</b>	<b>[Wizards of the Coast - Player's Handbook]</b>
An injury to the unspoiled wilderness of my home is an injury to me.	
<b>Outlander Flaw ~ 3</b>	<b>[Wizards of the Coast - Player's Handbook]</b>
I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.	
<b>Outlander Ideal ~ 1</b>	<b>[Wizards of the Coast - Player's Handbook]</b>
Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)	
<b>Outlander Origin ~ 5</b>	<b>[Wizards of the Coast - Player's Handbook]</b>
Exile or outcast	
<b>Outlander Personality Trait ~ 5</b>	<b>[Wizards of the Coast - Player's Handbook]</b>
I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.	
<b>Outlander Personality Trait ~ 6</b>	<b>[Wizards of the Coast - Player's Handbook]</b>
I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.	
<b>Outlander</b>	<b>[Wizards of the Coast - Player's Handbook]</b>
Equipment: A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch containing 10 gp Gain Athletics & Survival as class skills.	
<b>Spellcasting</b>	<b>[Wizards of the Coast - Player's Handbook, p.114]</b>
As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list. Spell save DC 14; Spell attack modifier +6	
<b>Cantrips</b>	<b>[Wizards of the Coast - Player's Handbook, p.114]</b>
At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.	
<b>Preparing and Casting Spells</b>	<b>[Wizards of the Coast - Player's Handbook, p.114]</b>
The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to 8. The spells must be of a level for which you have spell slots. For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.	
<b>Ritual Casting</b>	<b>[Wizards of the Coast - Player's Handbook, p.114]</b>
You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.	
<b>Arcane Recovery</b>	<b>[Wizards of the Coast - Player's Handbook, p.115]</b>
You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.	
<b>Arcane Tradition</b>	<b>[Wizards of the Coast - Player's Handbook, p.115]</b>
When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.	
<b>School of Transmutation</b>	<b>[Wizards of the Coast - Player's Handbook, p.119]</b>

You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities. Your magic gives you the tools to become a smith on reality's forge. Some transmuters are tinkerers and pranksters, turning people into toads and transforming copper into silver for fun and occasional profit. Others pursue their magical studies with deadly seriousness, seeking the power of the gods to make and destroy worlds.	
<b>Transmutation Savant</b>	<b>[Wizards of the Coast - Player's Handbook, p.119]</b>
Beginning when you select this school at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved.	
<b>Minor Alchemy</b>	<b>[Wizards of the Coast - Player's Handbook, p.119]</b>
Starting at 2nd level when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.	
<b>Ability Score Improvement</b>	<b>[Wizards of the Coast - Player's Handbook, p.115]</b>
When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.	

Proficiencies
Crossbow (Light), Dagger, Dart, Quarterstaff, Sling



Gnome Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will <b>Minor Illusion</b>	illusion	1 action	1 minute	30 feet	PH:p.260
[S, M (a bit of fleece)] <b>TARGET:</b> ; <b>EFFECT:</b> You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object-such as a chair, muddy footprints, or a small chest-it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence [Investigation] check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.					
* =Domain/Specialty Spell					

Wizard Cantrip Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will <b>Fire Bolt</b>	evocation	1 action	Instantaneous	120 feet	PH:p.242
[V, S] <b>TARGET:</b> ; <b>EFFECT:</b> You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level [2d10], 11th level [3d10], and 17th level [4d10].					
At Will <b>Mage Hand</b>	Conjuration	1 action	1 minute	30 feet	PH:p.256
[V, S] <b>TARGET:</b> ; <b>EFFECT:</b> A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.					
At Will <b>Mending</b>	transmutation	1 minute	Instantaneous	Touch	PH:p.259
[V, S, M (two lodestones)] <b>TARGET:</b> ; <b>EFFECT:</b> This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.					
At Will <b>Prestidigitation</b>	transmutation	1 action	Up to 1 hour	10 feet	PH:p.267
[V, S] <b>TARGET:</b> ; <b>EFFECT:</b> This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: * You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. * You instantaneously light or snuff out a candle, a torch, or a small campfire. * You instantaneously clean or soil an object no larger than 1 cubic foot. * You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. * You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. * You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.					
* =Domain/Specialty Spell					

Wizard Spells											
LEVEL PER DAY	0	1	2	3	4	5	6	7	8	9	10
	99	4	3	—	—	—	—	—	—	—	8

LEVEL 0 / Per Day:99 / Caster Level:

Name	School	Time	Duration	Range	Source
☐☐☐☐Fire Bolt	evocation	1 action	Instantaneous	120 feet	PH:p.242
[V, S] TARGET: EFFECT: You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level [2d10], 11th level [3d10], and 17th level [4d10].					
☐☐☐☐Mage Hand	Conjuration	1 action	1 minute	30 feet	PH:p.256
[V, S] TARGET: EFFECT: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.					
☐☐☐☐Mending	transmutation	1 minute	Instantaneous	Touch	PH:p.259
[V, S, M (two lodestones)] TARGET: ; EFFECT: This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.					
☐☐☐☐Prestidigitation	transmutation	1 action	Up to 1 hour	10 feet	PH:p.267
[V, S] TARGET: EFFECT: This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: * You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. * You instantaneously light or snuff out a candle, a torch, or a small campfire. * You instantaneously clean or soil an object no larger than 1 cubic foot. * You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. * You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. * You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.					

LEVEL 1 / Per Day:4 / Caster Level:

Name	School	Time	Duration	Range	Source
□□□□Catapult	transmutation	1 action	Instantaneous	60 feet	XGtE:p.150
[S] TARGET: ; EFFECT: Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.					
□□□□Feather Fall	transmutation	1 reaction, which you	1 minute	60 feet	PH:p.239
[V, M (a small feather or piece of down)] TARGET: ; EFFECT: Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.					
□□□□Find Familiar	Conjuration (Ritual)	1 hour	Instantaneous	10 feet	PH:p.239
[V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)] TARGET: ; EFFECT: You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog [toad], hawk, lizard, octopus, owl, poisonous snake, fish [quipper], rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend [your choice] instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.					
□□□□Ice Knife	Conjuration	1 action	Instantaneous	60 feet	XGtE:p.157
[S, M (a drop of water or a piece of ice)] TARGET: ; EFFECT: You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.					
□□□□Identify	divination (Ritual)	1 minute	Instantaneous	Touch	PH:p.252
[V, S, M (a pearl worth at least 100 gp and an owl feather)] TARGET: ; EFFECT: You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.					
□□□□Thunderwave	evocation	1 action	Instantaneous	Self 15	PH:p.282
[V, S] TARGET: ; EFFECT: A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st. [: DC:14, Constitution]					

LEVEL 2 / Per Day:3 / Caster Level:					
Name	School	Time	Duration	Range	Source
☐☐☐☐Dragon's Breath	transmutation	1 bonus action	Concentration, up to 1 minute	Touch	XGtE:p.154
[V, S, M (a hot pepper)] TARGET: ; EFFECT: You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.					
☐☐☐☐Enlarge/Reduce	transmutation	1 action	Concentration, up to 1 minute	30 feet	PH:p.237
[V, S, M (a pinch of powdered iron)] TARGET: ; EFFECT: You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category-from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category-from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage [this can't reduce the damage below 1]. [: DC:14, Constitution]					
* =Domain/Specialty Spell					

Wizard Spells

☐☐☐☐Knock	transmutation	1 action	Instantaneous	60 feet	PH:p.254
[V] TARGET: ; EFFECT: Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.					
☐☐☐☐Maximilian's Earthen Grasp	transmutation	1 action	Concentration, up to 1 minute	30 feet	XGtE:p.161
[V, S, M (a miniature hand sculpted from clay)] TARGET: ; EFFECT: You choose a 5-foot-square unoccupied space on the ground that you can see within range. A Medium hand made from compacted soil rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the spell's duration. As an action, you can cause the hand to crush the restrained target, which must make a Strength saving throw. The target takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. To break out, the restrained target can use its action to make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand. As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.					
☐☐☐☐Misty Step	Conjuration	1 bonus action	Instantaneous	Self	PH:p.260
[V] TARGET: ; EFFECT: Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.					
☐☐☐☐Spider Climb	transmutation	1 action	Concentration, up to 1 hour	Touch	PH:p.277
[V, S, M (a drop of bitumen and a spider)] TARGET: ; EFFECT: Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.					

\* =Domain/Speciality Spell

Gnome Spell-like Abilities

At Will Minor Illusion

Wizard Cantrip Spell-like Abilities

At Will Fire Bolt  
At Will Mage Hand  
At Will Mending  
At Will Prestidigitation

: Prepared Spells  
Wizard

Level 1	Level 2
☐Catapult	☐Dragon's Breath
☐Feather Fall	☐Enlarge/Reduce (DC:14)
☐Ice Knife	☐Knock
☐Thunderwave (DC:14)	

# Gnaddy Krurt

Gnome (Forest)

RACE

42

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

2' 11"

HEIGHT

35 lbs.

WEIGHT

Purple

EYE COLOUR

Olive

SKIN COLOUR

White, Frazzled

HAIR / HAIR STYLE

Being Alone

PHOBIAS

Determined, Lucky

PERSONALITY TRAITS

All things Arcane

INTERESTS

Broken Common/Broken Gnomish (Prostitute-ese),

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Math Mathonwy

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

Slightly shorter and skinnier than the average gnome, though don't tell him that. A side effect of his upbringing, is that his skin has become a slightly more green-ish olive. While his other features maintain a constant look of someone who has had to fight goblins for everything he has, his eyes shine a dazzling purple, possibly marking the touch of magic he has been given. His hair has been drained of all color, making it a brilliant white, though it definitely needs some care.

Missing ring finger on left hand.

## Biography:

Born to a now unknown set of Gnomish parents. Krurt was always curious about his surroundings and the things he saw. He would always be observing and tinkering with his toys, typically breaking them. At age 8, he was brought along with his father to learn how to hunt and provide for himself in the future. On their trips, Krurt's father would blindfold him before bringing him out into the forest, to restrict his access to the dangerous parts of the forest. He learned lots about survival from his father. On one such expedition, at age 12, his father simply disappeared whilst Krurt was observing a curious little mushroom. Krurt became lost in the woods that appeared to close in on him. Krurt spent half a moon in the forest all alone trying to find his way back home to his parents and family. He began to give up on his search for his home, and started to get angry at life itself, taking it out on all the little things he once adored, stomping flowers and mushrooms, before eventually crying himself to sleep. While he slept, something crept up on him, and in a fit of rage, he woke up and shot fire from his fingers, igniting all the trees around him. Scared, he ran as fast as possible away from that place, towards a stream he had found a few days earlier, to protect him from the blaze. Upon arriving, he saw that his once brown hair had begun to lose its color, and his eyes had changed from green to purple. Panicked and exhausted, he set up a small camp near the stream, hoping that everything that just happened was just a dream. This was not the case. Thinking more rationally on the following day, he began to try to shoot fire again, but to no avail. After about a week, he stumbled across a lone goblin scavaging the nearby grove. Once again hoping to find his home, he desperately ran towards the strange man, begging him for his help in Gnomish. The Goblin, taking a small amount of pity on the crying child at his feet, hearing only the words "help" and "home," brought the child into his care, and brought him back to his home. After feeding and taking care of the small Gnomish child for a few days, he began to teach the child how to speak Goblin, so that they can commune with one another. A few months passed, and Krurt began to speak Goblin, and learned how to better take care of himself and hunt animals for food. The Goblin, deciding that he taught the child enough that he could make a valuable component of their raiding parties, due to his small



size, introduced the child to his tribe. The tribe taunted and mocked the small child, including the old Goblin. The tribe allowed the child to stay with them, as long as Krurt could provide for himself. Krurt was given a small room to himself, and was no longer allowed in the older Goblin's house, as he had to prove himself to the tribe. An outcast for sure, Krurt managed to prove himself in the following years, though he was heavily discriminated against. Years passed, and Krurt soon forgot most of his native tongue, only able to speak in broken sentences, and repeating the things he heard. He learned bits and pieces of Common (and some pieces of Gnomish) from the Goblin raiding parties, and from the occasional prostitute. He became hardened and protective of the things he had from the many years spent with the tribe, learning small bits of magic from books he had taken, trying to figure out what had happened long ago. At age 18, on one of his trips through the woods, he found a strange looking shiny rock, and decided to take it with him. Once back in his room, he tried to discern what the rock was, and whether or not it was valuable, hiding it from the other thieving goblins. Tinkering with the rock to see what it was made from, he somehow managed to crack the rock. He had never cracked a rock before, but to keep from breaking it further, he placed it back into its hiding place and continued with his day. The next morning, he awoke to a shock when he opened his hiding place only to find tiny shattered pieces of the rock. He then searched everywhere to see if the thief was still hiding nearby. But there was no thief. There was this strange looking scaly child. Remembering how both his father and the older Goblin abandoned him, he took the child into his own care and raised it as his own. As the child quickly grew in the first year, he tried to teach her of the things he knew, like how to hunt and provide for herself, he noticed she had this strange affinity for just eating the rabbits she had just killed then and there. He soon learned from his books that she was in fact a dragonborn, and decided to give her a fitting name other than just "girl." Trying to find the perfect name, based on the naming traditions of the great dragons of the past, he named her "Bumrat, Eater of Bunnies." As she grew even further, he taught her the basics of magic and of the other languages he knew, including that of Draconic, as he hoped she would make a great name for herself. He was proud of his daughter and her abilities. As she got older, she decided to go out in search of how to bring back the one she followed, and being the protective father he was, Krurt followed behind her, supporting her all along the way.

## Notes:

### Profeciencies:

Arcana, Athletics, Medicine, Survival