



FOREST GNOME
RACE

3RD-LEVEL WIZARD (ENCHANTER)
LEVEL & CLASS

SAGE
BACKGROUND

SMALL
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+0

10

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

+2

15

+2 PROFICIENCY BONUS

- Strength
 - Dexterity
 - Constitution
 - +5** Intelligence
 - +3** Wisdom
 - Charisma
- SAVING THROWS

- Acrobatics (Dex)
 - Animal Handling (Wis)
 - +5** Arcana (Int)
 - Athletics (Str)
 - Deception (Cha)
 - +5** History (Int)
 - +3** Insight (Wis)
 - Intimidation (Cha)
 - Investigation (Int)
 - Medicine (Wis)
 - Nature (Int)
 - Perception (Wis)
 - Performance (Cha)
 - Persuasion (Cha)
 - +5** Religion (Int)
 - Sleight of Hand (Dex)
 - Stealth (Dex)
 - Survival (Wis)
- SKILLS

11 PASSIVE WISDOM (PERCEPTION)

12
ARMOR CLASS

+2
INITIATIVE

25 FEET
SPEED

Hit Point Maximum **14**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3D6**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
QUARTERSTAFF ¹	+1	1D6-1 BLUDGEONING
SPELLCASTING ²	+5	VARIABLE

¹ YOU CAN WIELD YOUR QUARTERSTAFF WITH BOTH HANDS TO DEAL 1D6-1 DAMAGE ON A HIT.

² YOUR SPELLCASTING ABILITY IS INTELLIGENCE. WHEN CASTING SPELLS THAT REQUIRE YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 13.

CANTRIPS. YOU KNOW THE FIRE BOLT, MINOR ILLUSION, MAGE HAND, AND LIGHT CANTRIPS.

PREPARED SPELLS. YOU HAVE DETECT MAGIC, HOLD PERSON, IDENTIFY, INVISIBILITY, MAGE ARMOUR, AND MAGIC MISSILE PREPARED. YOU CAN CHOOSE A NEW LIST OF 6 SPELLS FROM YOUR SPELLBOOK (SEE THE BACK OF THIS SHEET) AFTER A LONG REST.

SPELL SLOTS
(1ST) (1ST) (1ST) (1ST) (2ND) (2ND)

ATTACKS & SPELLCASTING

I'M USED TO HELPING OUT THOSE WHO AREN'T AS SMART AS I AM, AND I PATIENTLY EXPLAIN ANYTHING AND EVERYTHING TO OTHERS.

THERE'S NOTHING I LIKE MORE THAN A GOOD MYSTERY.

PERSONALITY TRAITS

KNOWLEDGE. THE PATH TO POWER AND SELF-IMPROVEMENT IS THROUGH KNOWLEDGE.

IDEALS

I'VE BEEN SEARCHING MY WHOLE LIFE FOR THE ANSWERS TO A CERTAIN QUESTION.

BONDS

I AM EASILY DISTRACTED BY THE PROMISE OF INFORMATION.

FLAWS

DARKVISION. 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 COLOUR IN DARKNESS, ONLY SHADES OF GRAY.

GNOME CUNNING. YOU HAVE ADVANTAGE ON ALL INTELLIGENCE, WISDOM, AND CHARISMA SAVING THROWS AGAINST MAGIC.

SPEAK WITH SMALL BEASTS. THROUGH SOUND AND GESTURES, YOU CAN COMMUNICATE SIMPLE IDEAS WITH SMALL OR SMALLER BEASTS.

RITUAL CASTING. YOU CAN CAST A SPELL FROM YOUR SPELLBOOK AS A RITUAL IF THAT SPELL HAS THE "RITUAL" TAG. RITUAL CASTING TAKES 10 MINUTES LONGER, BUT YOU DON'T NEED TO HAVE THE SPELL PREPARED AND CASTING IN THIS WAY DOES NOT USE UP A SPELL SLOT.

ARCANE RECOVERY. ONCE PER DAY, AFTER A SHORT REST, YOU CAN RECOVER ONE 1ST-LEVEL SPELL SLOT.

ENCHANTMENT SAVANT. THE GOLD AND TIME YOU MUST SPEND TO COPY AN ENCHANTMENT SPELL INTO YOUR SPELLBOOK IS HALVED.

HYPNOTIC GAZE. AS AN ACTION, A CREATURE WITHIN 5 FT. OF YOU THAT CAN SEE AND HEAR YOU MUST MAKE A DC 13 WISDOM SAVING THROW. ON A FAILURE, THE CREATURE CANNOT MOVE OR TAKE ACTIONS OR REACTIONS UNTIL THE END OF YOUR NEXT TURN.

ON SUBSEQUENT TURNS, YOU CAN USE YOUR ACTION TO EXTEND THIS EFFECT FOR ANOTHER TURN. THE EFFECT ENDS IF YOU MOVE MORE THAN 5 FT. AWAY FROM THE CREATURE, IF THE CREATURE CAN NEITHER SEE NOR HEAR YOU ANYMORE, OR IF IT TAKES ANY DAMAGE.

ONCE THE CHARM EFFECT ENDS, OR IF THE CREATURE SUCCEEDS ON ITS INITIAL SAVING THROW, THAT CREATURE BECOMES IMMUNE TO YOUR HYPNOTIC GAZE UNTIL YOU FINISH A LONG REST.

RESEARCHER. WHEN YOU ATTEMPT TO LEARN OR RECALL LORE, IF YOU DO NOT KNOW IT, YOU OFTEN KNOW WHERE AND FROM WHOM YOU CAN OBTAIN IT. USUALLY, THIS INFORMATION COMES FROM A LIBRARY, SCRIPTORIUM, UNIVERSITY, OR A SAGE OR OTHER LEARNED CREATURE. NOTE THAT YOUR DM MIGHT RULE THAT THE KNOWLEDGE YOU SEEK IS SECRETED AWAY IN AN ALMOST INACCESSIBLE PLACE, OR THAT IT SIMPLE CANNOT BE FOUND.

PROFICIENCIES. DAGGERS, DARTS, SLINGS, QUARTERSTAVES, LIGHT CROSSBOWS.

LANGUAGES. COMMON, GNOMISH, ELVISH, SYLVAN.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP **10**

PP

QUARTERSTAFF¹
SPELLBOOK
BOOK OF LORE
BOTTLES OF INK (2)
QUILL PENS (2)
SHEETS OF PARCHMENT (10)
LITTLE BAG OF SAND
SMALL KNIFE
SET OF COMMON CLOTHES
BELT POLISH
CHARCOAL, INCENSE, AND HERBS (WORTH 10 GP)²
PEARL (WORTH 100 GP)³

¹ YOUR QUARTERSTAFF SERVES AS YOUR ARCANE FOCUS. YOU MUST BE HOLDING IT WITH AT LEAST ONE HAND TO CAST SPELLS THAT REQUIRE MATERIAL COMPONENTS.

² THESE ITEMS ARE REQUIRED TO CAST THE FIND FAMILIAR SPELL.

³ THIS ITEM IS REQUIRED TO CAST THE IDENTIFY SPELL.

EQUIPMENT

FEATURES & TRAITS

CANTRIPS

FIRE BOLT

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack (+5) 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.

MINOR ILLUSION

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

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.

MAGE HAND

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

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.

LIGHT

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

SPELL BOOK

COMPREHEND LANGUAGES

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

DETECT MAGIC

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

FIND FAMILIAR

1st-level conjuration (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

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.

IDENTIFY

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

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.

MAGE ARMOUR

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

MAGIC MISSILE

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals **1d4+1 force** damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

SLEEP

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

This spell sends creatures into a magical slumber. Roll **5d8**; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

ENLARGE/REDUCE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, up to 1 minute

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).

HOLD PERSON

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

INVISIBILITY

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (an eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.