

# GAMBLE FLAMETINKER

**GNOME SORCERER** 2nd Level



<b>10 STR</b>	<b>17 DEX</b>	<b>12 CON</b>
+0	+3	+1
<b>14 INT</b>	<b>9 WIS</b>	<b>18 CHA</b>
+2	-1	+4
+2 Proficiency		25' Speed
+6 CHA saving throw		+3 CON saving throw

## ABILITIES

### Darkvision

### Gnome Cunning

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

### Fire Tinker

Gamble always has a ready supply of small fireworks, fuses and sparkly light sources.

## SKILLS

Arcana +4  
Persuasion +6  
Insight +4

### Tinker Luck

Once per day Gamble can choose to add Advantage to one ability check, attack roll or saving throw.

## SPELLS

*Descriptions on back*

### CANTRIPS

*Cast these spells as often as you like*

### Dancing Lights

### Fire Bolt

### Mage Hand

### Prestidigitation

### 1ST LEVEL

*Cast a spell from this list 3 times/day*

### Burning Hands

### Jump

### Mage Armor

DAGGER	<b>+5</b> to hit	<b>1d4+3</b> to damage
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THROWN DAGGER	<b>+5</b> to hit	<b>1d4+3</b> to damage
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## EQUIPMENT

4 pouches with tinker tools, wire, 5 small sheets of metal, bolts, nails, clips, small notebooks, pen, ink, black powder, 10 fuses, 3 flasks of oil, cloak, bed roll, food bag.

## TREASURE

40 Gold

# GAMBLE FLAMETINKER

## GNOME SORCERER 2nd Level

Gamble is the 23rd child of the latest generation of the Flametinker tribe of gnomes that live in the Great Gnome Tree next to the Pool of Tears. His childhood was filled with happiness, squirrel racing, mushroom cookouts and of course the annual fireworks contest. Gamble loves the sparkle, sputter and burst of fireworks and is constantly experimenting and designing new ones, much to the chagrin of his closest friends.

His quest for new ingredients and inspiration for his fiery inventions led him to brave a trip to Craterville, the nearest human settlement. Here he found more than he bargained for, an entire city filled with contraptions and gizmos. He has spent the last six months sneaking around town, discovering new devices and partially dismantling them to see how they tick.

**PERSONALITY TRAIT:** *“Wow! Is that a Gyromaster 3000?”*

**IDEAL:** *“I want to build a firework large enough so that everyone in the world will see the explosion...”*

**BOND:** *“... and then we will all realize that we are all connected across this huge world we live in.”*

**FLAW:** *“Oh no! I’m so sorry about the scorch marks. Was that new leather armor?”*

## SPELLS & CANTRIPS

**DANCING LIGHTS** Gamble can create four little, sputtering, glowing, torch-like flames that can float anywhere within 120 feet.

**FIRE BOLT** Roll to hit a target with a +6. If Gamble hits, the attack does 1d10 fire damage.

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

**PRESTIDIGITATION** Create minor magical effects like card tricks or producing a small flame.

**1st Level Spells** **BURNING HANDS** Every creature 15 feet in front of Gamble is blasted with flame. They take 3d6 damage or half that amount if they make a Dexterity saving throw of 14 or higher.

**JUMP** For the next minute, Gamble can jump up to 30 feet.

**MAGE ARMOR** Gamble’s armor class increases to 16 for the next 8 hours.

## MAGICAL MISHAPS

Gamble’s magic sometimes has unexpected side effects. If he ever rolls a natural “20” to hit with a spell or a target rolls a “1” on their saving throw, roll once on the following chart:

1. A 20-foot cloud of smoke centers on Gamble for one minute.
2. Everyone within 20 feet of Gamble is deaf for one minute.
3. Gamble’s skin turns black with soot until his next bath.
4. A random person near Gamble levitates for one minute.
5. A random person near Gamble glows like a light bulb for the next hour.
6. A fireball explodes 30 feet around Gamble. Everyone takes 8d6 fire damage. Everyone needs to make Dexterity saving throws of 14 or higher for half damage.

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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
Proficiency		Speed
Saving throw		Saving throw

**ABILITIES**

**SKILLS**

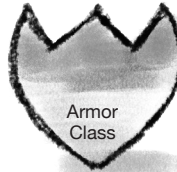
**SPELLS**

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!

