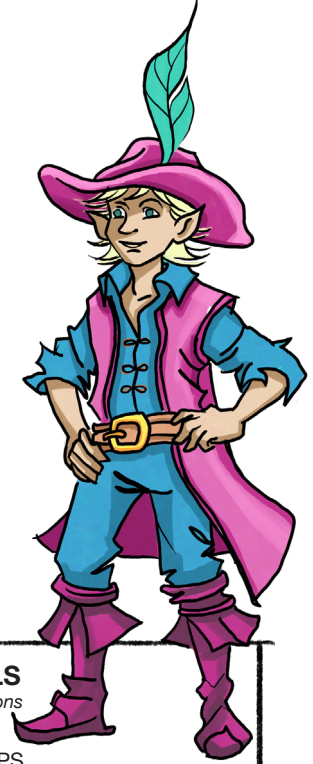


# WINK HABERDASHER

GNOME WARLOCK 2nd Level



<b>10 STR</b>	<b>17 DEX</b>	<b>12 CON</b>
+0	+3	+1
<b>12 INT</b>	<b>13 WIS</b>	<b>18 CHA</b>
+1	+1	+4
+2 Proficiency		30' Speed
+3 INT saving throw		+5 CON saving throw

## ABILITIES

### Darkvision

### Gnome Cunning

Wink has Advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

### Detect Magic

Wink can detect magic at will.

## SKILLS

Deception +6

Stealth +5

### Magical Hat

Wink can alter his appearance to look like any humanoid creature of either small or medium size. If Wink chooses to disguise himself, other creatures can see through the disguise with an Intelligence ability check of 14 or higher.

## SPELLS

*Descriptions on back*

### CANTRIPS

*Cast these spells as often as you like*

### Eldrich Blast

### Mage Hand

### Mending

### Minor Illusion

### 1ST LEVEL

*Cast a spell from this list 2 times/day*

### Charm Person

### Protection from Evil

### Unseen Servant

DAGGER

+5  
to hit

1d4+3  
damage

ELDRICH  
BLAST

+6  
to hit

1d10+4  
damage



14  
Armor  
Class



16  
Hit  
Points

## EQUIPMENT

8 hidden daggers, fine clothing, large hat, push pins, thread, scissors, set of fine needles, belt, pouches, leather armor.

## TREASURE

40 Gold

# WINK HABERDASHER

## GNOME WARLOCK 2nd Level

Wink loves hats. Raised in a large family of gnomes just north of Tumbledowns, from an early age Wink showed no interest in the family business of baking cookies. Instead, he turned his natural-born ingenuity to the fabrication of ever more elaborate hats, headpieces, and crowns. This obsession frustrated and maddened his brothers and sisters, leaving him lost in the middle of a lonely childhood.

But Wink's burning obsession was recognized by another: Haberdasher, the magical spirit in charge of hats and minor clothing repairs. Recognizing in Wink an evangelist, he sent him a magical gift. Wink's Hat of Disguise appeared one morning at the foot of his bed, giving him the illusionary power to look like any other humanoid person or creature up to medium size. Wink changed his last name to Haberdasher and has happily taken the mantle of Hatter in Chief, spreading the joy of hats across the northern lands.

*Personality: "Let's put another feather on that."*

*Ideal: "Every cupcake needs its frosting. Every sundae, it's cherry."*

*Bond: "My hats are always free. A gift given once changed my life, as I hope this hat will change yours."*

*Flaw: "Shoes?! Why bother when you've got an amazing hat?"*

## SPELLS & CANTRIPS

**ELDRICH BLAST** Wink flings a magical bolt at the target. Wink is +6 to hit and the bolt does 1d10 +4 damage.

**MAGE HAND** Evoke a small invisible floating hand that can move 10' away and lift 10 lbs.

**MENDING** Wink repairs small tears, rips, and breaks in small objects.

**MINOR ILLUSION** Wink creates either a sound or a human-sized or smaller illusionary object. The illusion lasts one minute.

**1st Level Spells** **CHARM PERSON** Wink's target needs to make a Wisdom saving throw of 14 or higher or become Wink's best friend for the next hour.

**PROTECTION FROM EVIL** For 10 minutes, evil creatures are at Disadvantage on all attacks against Wink.

**UNSEEN SERVANT** For one hour, Wink creates a temporary ghostly friend that is capable of simple tasks like fetching objects, opening doors, folding clothes, and serving food. The friend is not capable of attacking. It can never be further than 60' away from Wink.

# WINK HABERDASHER

**GNOME WARLOCK** 2nd Level



<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

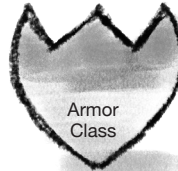
## SPELLS

to hit

to damage

to hit

to damage



Armor  
Class



Hit  
Points

## EQUIPMENT

## TREASURE

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

