

CHARACTER NAME

2 Evoker
LEVEL & CLASS

PLAYER NAME

Sage
BACKGROUND

Dwarf, Hill
RACE

300
EXPERIENCE

900
Next Level

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

+2

15

WISDOM

0

11

CHARISMA

+1

12

STR -1 INT +4
DEX +2 WIS +2
CON +2 CHA +1

RESISTANCES

Poison

Adv. vs. Poison

SAVING THROWS

ACROBATICS (Dex) +2
ANIMAL HANDLING (Wis) 0
ARCANA (Int) +4
ATHLETICS (Str) -1
DECEPTION (Cha) +1
HISTORY (Int) +4
INSIGHT (Wis) 0
INTIMIDATION (Cha) +1
INVESTIGATION (Int) +4
MEDICINE (Wis) 0
NATURE (Int) +2
PERCEPTION (Wis) 0
PERFORMANCE (Cha) +1
PERSUASION (Cha) +1
RELIGION (Int) +4
SLEIGHT OF HAND (Dex) +2
STEALTH (Dex) +2
SURVIVAL (Wis) 0
TOOL

SKILLS

18

MAXIMUM
HIT POINTS

+2

PROFICIENCY
BONUS

12

ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVED

LEVEL DIE USED

2 d6+2

HIT DICE

ENCUMBERED

25 ft

25 ft

SPEED

FEATURE MAX RECOVER USED
Arcane Recovery (1 level of spell slots) 1 LR

LIMITED FEATURES

AC DESCRIPTION

10 Armor Unarmored

Shield

2 Dex ☐ Medium Armor ☐ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

12

ABILITY
SAVE DC

INTELLIGENCE

ARMOR
☐ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

☐ Simple ☐ Martial ☒ Other Weapons:

Battleaxe, Dagger, Dart, Handaxe, Light Crossbow, Light Hammer, Quarterstaff

LANGUAGES

Common

TOOLS & OTHERS

smith, brewer, or mason tools

Dwarvish

+2 from Sage

PROFICIENCIES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

10

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME

TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

ATTACK NAME PROF ABILITY RANGE TO HIT DAMAGE DAMAGE TYPE
Quarterstaff ✓ Str Melee +1 1d6-1 Bludgeoning

Versatile (1d8)

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

Evoker, level 2:

- Arcane Recovery (Wizard 1, PHB 115) [1 level of spell slots, 1× per long rest]
Once per day after a short rest, I can recover a number of 5th-level or lower spell slots
- Spellcasting (Wizard 1, PHB 114) [3 cantrips known]
I can cast prepared wizard cantrips/spells, using Intelligence as my spellcasting ability
I can use an arcane focus as a spellcasting focus
I can cast all wizard spells in my spellbook as rituals if they have the ritual tag
- Evocation Savant (School of Evocation 2, PHB 117)
I halve the gp and time needed to copy evocation spells into my spellbook
- Sculpt Spells (School of Evocation 2, PHB 117)
If I cast an evocation spell affecting others I can see, I can protect 1 + the spell's level
The chosen automatically succeed on their saving throws vs. the spell
They also take no damage if the spell would normally deal half damage on a save

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: **Researcher**

When I attempt to learn or recall a piece of lore, if I do not know that information, I often know where and from whom I can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

BACKGROUND FEATURE

Hill Dwarf (+2 Constitution, +1 Wisdom)

Stonecunning: Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

Dwarven Toughness: My hit point maximum increases by 1 for every level I have.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

ATTUNED MAGICAL ITEMS

SUBTOTAL

	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED

ENCUMBERED

41 - 80 lb

HEAVILY ENCUMBERED

81 - 120 lb

PUSH/DRAW/LIFT

121 - 240 lb

