

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

**RESISTANCES**

Poison

Adv. vs. Poison

**SAVING THROWS**

**SKILLS**

+2 Acrobatics (Dex)

0 Animal Handling (Wis)

+4 Arcana (Int)

-1 Athletics (Str)

+1 Deception (Cha)

+4 History (Int)

0 Insight (Wis)

+1 Intimidation (Cha)

+4 Investigation (Int)

0 Medicine (Wis)

+2 Nature (Int)

0 Perception (Wis)

+1 Performance (Cha)

+1 Persuasion (Cha)

+4 Religion (Int)

+2 Sleight of Hand (Dex)

+2 Stealth (Dex)

0 Survival (Wis)

Tool

**18**  
MAXIMUM HIT POINTS

**+2**  
PROFICIENCY BONUS

**12**  
ARMOR CLASS

Temporary Hit Points:

**CURRENT HIT POINTS**

**+2**  
INITIATIVE

**SUCCESSSES**

**FAILURES**

**DEATH SAVES**

LEVEL 2 DIE d6+2 USED

**HIT DICE**

ENCUMBERED 25 ft

**SPEED**

25 ft

**LIMITED FEATURES**

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

**AC**

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

Dwarvish

+2 from Sage

**TOOLS & OTHERS**

smith, brewer, or mason tools

**PROFICIENCIES**

**ACTIONS**

**BONUS ACTIONS**

**REACTIONS**

**ACTIONS**

**10** **PASSIVE WISDOM (PERCEPTION)**

Darkvision 60 ft

**SENSES**

**NAME** **TOTAL**

AMMUNITION

**NAME** **TOTAL**

AMMUNITION

**ATTACK NAME**

Quarterstaff

**PROF ABILITY** ☒ Str **RANGE** Melee **TO HIT** +1 **DAMAGE** 1d6-1 **DAMAGE TYPE** 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

CHARACTER NAME

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SPELL SLOTS

EVOKER SPELLS

Intelligence  
SPELLCASTING ABILITY

4  
TO PREPARE

+4  
ATTACK MODIFIER

DC 12  
SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	—	Conj	1 a	30 ft	V,S	1 min (D)	P	256
Minor Illusion	5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min (D)	P	260

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input checked="" type="checkbox"/> Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	257
<input type="checkbox"/> Silent Image	15-ft cube illusion includes visible; 1 a move it; Int(Investigation) check vs. spell DC; see book	—	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P	276
<input checked="" type="checkbox"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282
<input checked="" type="checkbox"/> Burning Hands	3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
<input type="checkbox"/> Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
<input checked="" type="checkbox"/> Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	—	Abjur	1 a	Touch	V,S,M	8 h (D)	P	256
<input type="checkbox"/> Sleep	20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea	—	Ench	1 a	90 ft	V,S,M	1 min	P	276