

2 Evoker
LEVEL & CLASS

PLAYER NAME

Sage
BACKGROUND

Dwarf, Hill
RACE

300
EXPERIENCE

900
Next Level

CHARACTER NAME

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:

12 CURRENT HIT POINTS

+2 INITIATIVE

SUCCESSES: 0

FAILURES: 0

DEATH SAVES

LEVEL: 2, DIE: d6+2, USED: 0

HIT DICE

ENCUMBERED: 25 ft

25 ft SPEED

LIMITED FEATURES

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

AC 10

DESCRIPTION

Armor: Unarmored

Shield:

Dex: 2

Magic:

Misc:

Misc:

ARMOR

INSPIRATION

12 ABILITY SAVE DC

INTELLIGENCE

PROFICIENCIES

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

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS

10 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

AMMUNITION

NAME: TOTAL

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AMMUNITION

NAME: TOTAL

↑↑↑↑↑↑↑↑↑↑

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Quarterstaff	✓	Str	Melee	+1	1d6-1	Bludgeoning
Versatile (1d8)						

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
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SPELL SLOTS

EVOKER SPELLS

Intelligence SPELLCASTING ABILITY	4 TO PREPARE	+4 ATTACK MODIFIER	DC 12 SAVING THROW DC
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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