



ENGINEER

Wizard 7 (Evoker)

CLASS & LEVEL

Human

RACE

24,610

EXPERIENCE POINTS

Charlatan

BACKGROUND

PLAYER NAME

House at Clearview Peak

CAMPAIGN or PLAYER ID

STR

-1

9

+3 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength Saves
- +2 Dexterity Saves
- +2 Constitution Saves
- +7 Intelligence Saves *
- +4 Wisdom Saves *
- +0 Charisma Saves
- * Prof. bonus added

DEX

+2

14

CON

+2

15

INT

+4

18

WIS

+1

13

CHA

+0

11

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Saving Throws: Intelligence, Wisdom**Skills:** Arcana, Deception, Investigation, Sleight of Hand, Survival**Languages:** English (though like many engineers, you're not great at it).

ARMOR CLASS (AC)

12

INITIATIVE

+2**30 ft.**

Armor Worn: None

HIT POINTS

44

HIT DICE

7d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Wrench. Melee Weapon Attack: +2 to hit, reach 1 ft. *Hit:* 1d6+1 bludgeoning damage. (If used two-handed in melee, does 1d8+1 damage.)

Knife. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

SPECIAL ABILITIES

Repair. Repairs a single break or tear in an object you touch, such as a broken key, hinge, or lock, as long as the break or tear is no longer than 4 ft in any dimension. This ability can physically repair a magic item or construct, but the spell can't restore magic to such an object.

EQUIPMENT & TREASURE

Carried Gear: wrench, knife, cigarettes (+1 to dexterity rolls until end of turn).**Lifting and Carrying:** 135 lbs. max. carrying capacity; 270 lbs. pushing or dragging (speed -5 ft.); 270 lbs. max. lift.