



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

DEX

+2
14

CON

+2
15

INT

+4
18

WIS

+1
13

CHA

+0
11

SAVING THROWS

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

SKILLS

- +2 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +7 Arcana (*Int*) *
- 1 Athletics (*Str*)
- +3 Deception (*Cha*) *
- +4 History (*Int*)
- +1 Insight (*Wis*)
- +0 Intimidation (*Cha*)
- +7 Investigation (*Int*)
- +1 Medicine (*Wis*)
- +4 Nature (*Int*)
- +1 Perception (*Wis*)
- +0 Performance (*Cha*)
- +0 Persuasion (*Cha*)
- +4 Religion (*Int*)
- +5 Sleight of Hand (*Dex*) *
- +2 Stealth (*Dex*)
- +1 Survival (*Wis*)

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: dagger, dart, light crossbow, quarterstaff, sling

Tools: disguise kit, forgery kit

Saving Throws: Intelligence, Wisdom

Skills: Arcana, Deception, Investigation, Sleight of Hand

Languages: Common, Halfling

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.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 1d6+1 bludgeoning damage. (If used two-handed in melee, does 1d8+1 damage.)

Dagger. *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.)

MAGIC & SPECIAL ATTACKS

Fire Bolt Cantrip. *Ranged Spell Attack:* +7 to hit, targets one creature or object within 120 ft. range. *Hit:* 2d10 fire damage and unattended flammable objects catch on fire.

EQUIPMENT & TREASURE

Carried Gear: dagger, quarterstaff, disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of the con of your choice (10 stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a signet ring of an imaginary duke)

Lifting and Carrying: 135 lbs. max. carrying capacity; 270 lbs. pushing or dragging (speed -5 ft.); 270 lbs. max. lift.

Coins & Gems: 683 gold pieces (gp); 10 silver pieces (sp); 6 copper pieces (cp); 4 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Human Traits [PHB p. 29]

- Age: 32-years-old
- Medium Size (6' 2", 182 lbs.)

Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 4 levels after short rest once per day)
- Evocation Savant (copy such spells in half the time)
- Sculpt Spells (exclude 1 + spell's level targets from effect of evocation spell)
- Potent Cantrips (targets that save still take half damage)

Spellcasting [PHB p. 201]

Spell Attack Modifier +7
Spell Save DC 15

Cantrips Known: *Blade Ward, Fire Bolt, Mage Hand, True Strike*

Prepared Spells

- 1st Level (4 slots): *Mage Armor, Magic Missile, Witch Bolt, Detect Magic, Charm Person*
- 2nd Level (3 slots): *Melf's Acid Arrow, Gust of Wind, Invisibility*
- 3rd Level (3 slots): *Fireball*
- 4th Level (1 slot): *Ice Storm, Confusion*

Background Features [PHB p. 128]

- False Identity