



Wizard 3 (Evoker)	972	Fringer
CLASS & LEVEL	EXPERIENCE POINTS	PLAYER NAME
High Elf	Noble	
RACE/ANCESTRY/HERITAGE	BACKGROUND	CAMPAIGN or PLAYER ID

STR

-1

8

DEX

+1

13

CON

+2

14

INT

+3

17

WIS

+1

12

CHA

+0

11

+2

PROFICIENCY BONUS

SAVING THROWS

-1 Strength Saves

+1 Dexterity Saves

+2 Constitution Saves

+5 Intelligence Saves *

+3 Wisdom Saves *

+0 Charisma Saves

* Prof. bonus added

SKILLS

+1 Acrobatics (Dex)

+1 Animal Handling (Wis)

+7 Arcana (Int) **

-1 Athletics (Str)

+0 Deception (Cha)

+5 History (Int) *

+3 Insight (Wis) *

+0 Intimidation (Cha)

+5 Investigation (Int) *

+3 Medicine (Wis) *

+5 Nature (Int) *

+3 Perception (Wis) *

+0 Performance (Cha)

+2 Persuasion (Cha) *

+5 Religion (Int) *

+1 Sleight of Hand (Dex)

+1 Stealth (Dex)

+3 Survival (Wis) *

* Prof. bonus added

** Expertise

13

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS (AC)

11

INITIATIVE

+1

SPEED

30 ft.

Armor Worn:

none

HIT POINTS

20

HIT DICE

3d6

DEATH SAVES:

Success

0

0

0

Fail

0

0

0

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Quarterstaff. Melee Weapon Attack: +1 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: +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

FEATS & SPECIAL ABILITIES

Skilled Feat [PHB 2024, p. 201]: Additional proficiencies (Nature, Medicine, and Religion).

Ray Of Frost Cantrip. Ranged Spell Attack: +5 to hit, targets one creature or object within 60 ft. range. Hit: 1d8 cold damage and target's speed reduced by 10 feet for one round.

FEATURES, TRAITS & MORE

Alignment: Lawful Good. I do what's right as expected by society to promote order and compassion for all.

Noble Background [PHB 2024, p. 183]

• Traits: Beloved for your kindness. Shortsighted mind.

• Ideal: Seeks government reforms.

• Bond: Favors elven allies.

• Flaw: Impatient to inherit power.

High Elf Traits [PHB 2024, p. 189-190]

• Creature Type: Humanoid (Fey lineage)

• Age: 186 years old

• Medium Size (5' 4", 140 lbs.)

• Darkvision (60 feet)

• Elven Lineage (Prestidigitation cantrip; Detect Magic (+5) once betw. long rests or via spell slot)

• Fey Ancestry (vs. Charmed)

• Keen Senses (Insight, Perception, Survival)

• Trance (4 hrs. as 8 hrs. sleep)

Wizard Class Features [PHB 2024, p. 165]

• Ritual Adept (cast unprepared spells from spellbook)

• Arcane Recovery (recover 2 spell slots on short rest)

• Evocation Savant (automatic spells to spellbook)

• Potent Cantrip (cantrip miss does half damage)

Wizard's Spellbook [PHB 2024, p. 165]: Charm Person, Detect Magic, Expeditious Retreat, Flaming Sphere, Fog Cloud, Mage Armor, Magic Missile, Misty Step, Sleep, Thunderwave

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: simple weapons

Tools: gaming set (Dragonchess)

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Insight, Investigation, Medicine, Nature, Perception, Persuasion, Religion, Survival

Languages: Common, Elvish, Draconic

Spellcasting [PHB 2024, p. 235]

Spell Attack Modifier +5

Spell Save DC 13

Cantrips Known: Light, Mage Hand, Prestidigitation, Ray of Frost

Prepared Spells

1st Level (4 slots): Comprehend Languages, Detect Magic, Mage Armor, Magic Missile, Sleep

2nd Level (2 slots): Flaming Sphere, See Invisibility

EQUIPMENT & TREASURE

Carried Gear [PHB 2024, p. 213]: two (2) daggers, quarterstaff, scholar's pack (backpack, book of lore, bottle of ink, ink pen, 10 sheets of parchment, a little bag of sand, a small knife), gaming set (Dragonchess set), arcane focus: staff, set of fine clothes, robes, spellbook, perfume. (This load is about 34.5 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 47 gold pieces (g.p.); 61 silver pieces (s.p.); 63 copper pieces (c.p.); 2 gems (worth 10 g.p. each)

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses, often using one of six abilities:
- **Strength (STR)** (physical prowess),
- **Dexterity (DEX)** (agility, reflexes),
- **Constitution (CON)** (health, fortitude),
- **Intelligence (INT)** (memory, reason),
- **Wisdom (WIS)** (awareness, willpower),
- **Charisma (CHA)** (appeal, leadership).
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). Other modifiers may come from class features or spells. The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (DEX) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws do not count as actions and are rolled as needed at any time due to attacks, spells, or hazzards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of Exhaustion, or suffering certain deadly spells and hazzards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ENCUMBRANCE

Lifting & Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action. Mastery with a weapon includes additional possible combat effects.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage and gain advantage on Dexterity saves for yourself.
- **Escape:** Try to break free from grapple via Strength (Athletics) or Dexterity (Acrobatics).
- **Grapple:** Special melee attack to give target the Grappled condition.
- **Help (Stabilize):** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Influence:** Make a Charisma check to alter a creature's attitude.
- **Magic:** Cast a spell with a casting time 1 action, or use a magical item or feature.
- **Ready:** Plan to take action as a reaction when a trigger occurs.
- **Search:** Make a Wisdom (Insight, Medicine, Perception, or Survival) check.
- **Shove:** Special melee attack.
- **Study:** Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check.
- **Utilize:** Use a nonmagical item (pick a lock, cover a hooded lantern, equip or drop a shield, etc.

BONUS ACTIONS (up to 1 per turn)

- **Consume Potion:** Drink for yourself or administer to another within 5 feet.
- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Magic (Cast Spell):** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and DEX saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC equals 10 or half damage, whichever greater. Each hit needs a separate saving throw check.