



YAIG DAZ'WAECS

Wizard 13 (Conjurer)

CLASS & LEVEL

124,800

EXPERIENCE POINTS

PLAYER NAME

Changeling

RACE/ANCESTRY/HERITAGE

Criminal

BACKGROUND

CAMPAIGN or PLAYER ID

STR
+0
10

+5 PROFICIENCY
BONUS

SAVING THROWS

+0 Strength Saves
+2 Dexterity Saves
+3 Constitution Saves
+10 Intelligence Saves *
+6 Wisdom Saves *
-1 Charisma Saves
* Prof. bonus added

CON
+3
16

SKILLS

+2 Acrobatics (*Dex*)
+1 Animal Handling (*Wis*)
+10 Arcana (*Int*) *
+0 Athletics (*Str*)
+4 Deception (*Cha*) *
+10 History (*Int*) *
+6 Insight (*Wis*) *
+4 Intimidation (*Cha*) *
+5 Investigation (*Int*)
+1 Medicine (*Wis*)
+5 Nature (*Int*)
+1 Perception (*Wis*)
-1 Performance (*Cha*)
-1 Persuasion (*Cha*)
+5 Religion (*Int*)
+2 Sleight of Hand (*Dex*)
+7 Stealth (*Dex*) *
+1 Survival (*Wis*)

* Prof. bonus added

CHA
-1
8

11 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

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

Tools: gaming set (dice set), thieves' tools

Saving Throws: Intelligence, Wisdom

Skills: Arcana, Deception, History, Insight,
Intimidation, Stealth

Languages: Common, Gnomish

ENCUMBRANCE

Lifting & Carrying: 150 lbs. max. carrying
capacity; 300 lbs. pushing or dragging (speed
-5 ft.); 300 lbs. max. lift.



ARMOR
CLASS
(AC)

12



INITIATIVE

+2



SPEED

30 ft.

Armor Worn: none



HIT POINTS

93

HIT DICE

13d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Quarterstaff. *Melee Weapon Attack:* +5 to
hit, reach 5 ft. *Hit:* 1d6+0 bludgeoning
damage. (If used two-handed in melee,
does 1d8+0 damage.)

Dagger. *Melee or Ranged Weapon Attack:* +7 to
hit, reach 5 ft. 1d4+2 piercing damage. (If
thrown, normal range to 20 ft.; disadvantage
long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Ray Of Frost Cantrip. *Ranged Spell Attack:* +10
to hit, targets one creature or object within 60
ft. range. *Hit:* 3d8 cold damage and target's
speed reduced by 10 feet for one round.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers,
quarterstaff, light crossbow and 20 bolts, belt
pouch, crowbar, set of dark common clothes with
a hood. (This load is about 16 lbs.; add 1 lb. per
50 coins carried.)

Coins & Gems: 6,762 gold pieces (gp); 72 silver
pieces (sp); 8 copper pieces (cp); 2 gems (worth
500 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral Evil. I lack compassion
and do whatever I want, promoting
control over others above all else.

Criminal Background [PHB p. 129]

- **Feature:** Criminal Contact.
- **Traits:** Just got out of prison. Morose
nature.
- **Ideal:** One's own pleasure is the only honest
goal in life.
- **Bond:** Made a lot of contacts in prison.
- **Flaw:** Hides loot from others.

Changeling Traits [MotM, p. 10]

- Creature Type: Fey
- Age: 36 years old
- Medium Size (true form: 4' 11", 104 lbs.)
- Changeling Instincts (added proficiencies)
- Shapechanger (as action, transform into any
Small or Medium humanoid that you have
seen, or back into your true form;
equipment worn or carried does not
change, revert to true form if killed)

Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain spell slots totalling
7 levels [max. 6th level] after short rest
once per day)
- Conjunction Savant (copy such spells in half
the time)
- Minor Conjunction (create an object that
lasts one hour)
- Benign Transposition (teleport 30 feet or
swap places with another within 30 feet)
- Focused Conjunction (damage cannot
disrupt concentration on conjurations)

Spellcasting [PHB p. 201]

Spell Attack Modifier +10
Spell Save DC 18



Cantrips Known: *Blade Ward, Light, Message, Minor Illusion, Ray of Frost*

Prepared Spells

1st Level (4 slots): *Mage Armor, Find*

Familiar, Grease, Detect Magic, Charm Person

2nd Level (3 slots): *Cloud of Daggers,*

Invisibility, Misty Step

3rd Level (3 slots): *Sleet Storm, Fly*

4th Level (3 slots): *Conjure Minor*

Elementals, Evard's Black Tentacles, Confusion

5th Level (2 slots): *Conjure Elemental,*

Cloudkill

6th Level (1 slot): *Arcane Gate*

7th Level (1 slot): *Teleport, Finger of Death*

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). 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 are rolled as needed at any time due to attacks, spells, or hazards.
- 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 hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **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 is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.