CHARACTER NAME

BACKGROUND: Rock Gnome | CLASS: Wizard | SPECIES: | SUBCLASS: Evoker | LEVEL | XP

ARMOR CLASS: 11 (SHIELD)

HIT POINTS: CURRENT | TEMP | MAX

HIT DICE: SPENT | MAX: d8 (x Level)

DEATH SAVES: SUCCESSES | FAILURES

HP = 5 x Level + 2

DUNGEONS & DRAGONS

PROFICIENCY BONUS +2 (+3 at Level 5)

INITIATIVE +2

SPEED 30

SIZE Small

PASSIVE PERCEPTION 13 ([Level 5] 14)

STRENGTH -1 MODIFIER | 8 SCORE
- ○ Saving Throw
- ○ Athletics

DEXTERITY +0 MODIFIER | 10 SCORE
- ○ Saving Throw
- ○ Acrobatics
- ○ Sleight of Hand
- ○ Stealth

CONSTITUTION +1 MODIFIER | 12 SCORE
- ○ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE +4 (18) at Level 4 — +3 MODIFIER | 17 SCORE
- ⊗ Saving Throw
- ⊗ Arcana ([Level 2] +7, [Level 4] +8, [Level 5] +10)
- ⊗ History
- ⊗ Investigation ([Level 4] +8, [Level 5] +10)
- ○ Nature
- ○ Religion

WISDOM +2 MODIFIER | 14 SCORE
- ⊗ Saving Throw
- ○ Animal Handling
- ○ Insight
- ○ Medicine
- ⊗ Perception
- ○ Survival

CHARISMA +2 MODIFIER | 14 SCORE
- ○ Saving Throw
- ○ Deception
- ○ Intimidation
- ○ Performance
- ○ Persuasion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Fire Bolt	+5	1d10 Fire	
Shocking Grasp	+5	1d8 Lightning	Can't Opp. Attack
Ray of Frost	+5	1d8 Cold	Speed reduced by 10ft.

All Cantrip Attacks: [Level 4] +6, [Level 5] +7

All Cantrip Damage: [Level 5] 2d10/2d8

CLASS FEATURES PHB pg. 59

[Level 1] Ritual Adept. Cast Unprepared Spells as Rituals from Spellbook.

[Level 1] Arcane Recovery. After Short Rest, regain 1 [Level 4 = 2] levels of Spell Slots (once per Long Rest).

[Level 2] Scholar. Double Prof. Bonus for Arcana.

[Level 3] Potent Cantrip. Cantrips deal half damage on miss/succesful save.

[Level 5] Spell Memorization. After Short Rest, replace one prepared spell with another from Spellbook.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light | Medium | Heavy | Shields

WEAPONS

simple weapons

TOOLS

Navigator's Tools

SPECIES TRAITS PHB, pg. 191

[Level 1] Rock Gnome Traits
- Darkvision (60 feet)
- Gnome Cunning (adv. on Intelligence, Wisdom, Charisma saving throws)
- Gnomish Lineage (*Mending* and *Prestidigitation* cantrips, plus up to tiny 3 clockwork devices)

FEATS

[Level 1] Lucky [PHB 2024, p. 201]: Gain 3 Luck Points, each of which may give adv. on an ability check, save, or attack, or impose disadv. on one attacker targeting you. Regain expended points in a long rest.

[Level 4] Keen Mind. Study Action as a Bonus Action; Double Prof. Bonus for Investigation.

Intelligence
SPELLCASTING ABILITY

+3 SPELLCASTING MODIFIER [Level 4] +4

13 SPELL SAVE DC [Level 4] 14 [Level 5] 15

+5 SPELL ATTACK BONUS [Level 4] +6 [Level 5] +7

SPELL SLOTS

	Total	Expended
LEVEL 1		
LEVEL 2		
LEVEL 3		

[Level 1] 2x 1st-Level Slots
[Level 2] 3x 1st-Level Slots
[Level 3] 4x 1st-Level + 2x 2nd-Level Slots
[Level 4] 4x 1st-Level + 3x 2nd-Level Slots
[Level 5] 4x 1st-Level + 3x 2nd-Level + 2x 3rd-Level Slots

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Mending			C R M	
0	Prestidigitation			C R M	
0	Fire Bolt			C R M	
0	Shocking Grasp			C R M	
0	Ray of Frost			C R M	
1	Comprehend Languages			C R M	Only as Ritual
1	Detect Magic			C R M	Only as Ritual
1	Mage Armor			R M	
1	Magic Missile			R M	
1	Shield			R M	
1	Tasha's Hideous Laughter			C R M	Unprepare at Level 3
1	[Level 2] Identify			C R M	Only as Ritual
1	[Level 2] Grease			C R M	Unprepare at Level 3
2	[Level 3] Augury			C R M	Only as Ritual
2	[Level 3] Web			C R M	
2	[Level 3] Shatter			C R M	
2	[Level 3] Scorching Ray			C R M	
2	[Level 4] Magic Mouth			C R M	Only as Ritual
2	[Level 4] Misty Step			C R M	
3	[Level 5] Leomund's Tiny Hut			C R M	Only as Ritual
3	[Level 5] Fireball			C R M	
3	[Level 5] Dispel Magic			C R M	
				C R M	
0	[Level 4] Message			C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Elvish, Gnomish

EQUIPMENT

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), navigator's tools (small spyglass, sextant, charts), arcane focus: staff, belt pouch, set of common clothes, set of traveler's clothes, robes, merchant's scale, spellbook.

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			20	

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