CHARACTER NAME

BACKGROUND: Rock Gnome
SPECIES

CLASS: Wizard
SUBCLASS: Evoker

LEVEL
XP

ARMOR CLASS: 11
SHIELD

HIT POINTS
CURRENT
TEMP
MAX

HIT DICE
SPENT
d8 (x Level)
MAX

DEATH SAVES
SUCCESSES
FAILURES

HP = 7 x Level + 3

DUNGEONS & DRAGONS

PROFICIENCY BONUS: +2
+3 at Level 5

INITIATIVE: +2

SPEED: 30

SIZE: Small

PASSIVE PERCEPTION: 14
[Level 5] 15

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

INTELLIGENCE
+4 (18) at Level 4

+3 MODIFIER, 17 SCORE

- ⊗ Saving Throw
- ⊗ Arcana [Level 2] +7 [Level 4] +8 [Level 5] +10
- ⊗ History
- ⊗ Investigati [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

HEROIC INSPIRATION

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. 164

[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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