D&D BEYOND

CHARACTER NAME

Wizard Evoker 5
CLASS & LEVEL

PLAYER NAME

Gnome
SPECIES

Sage
BACKGROUND

(Milestone)
EXPERIENCE POINTS

STRENGTH 8 (-1)
DEXTERITY 15 (+2)
CONSTITUTION 14 (+2)
INTELLIGENCE 18 (+4)
WISDOM 12 (+1)
CHARISMA 10 (+0)

- -1 Strength
- +2 Dexterity
- +2 Constitution
- +7 Intelligence
- +4 Wisdom
- +0 Charisma

Saving Throw Modifiers

Advantage on INT
Advantage on WIS

SAVING THROWS

- +2 Acrobatics DE
- +1 Animal Handling WIS
- +10 Arcana INT
- -1 Athletics STR
- +0 Deception CHA
- +7 History INT
- +4 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
- +2 Sleight of Hand DEX
- +2 Stealth DEX
- +1 Survival WIS
- ___ _____
- ___ _____
- ___ _____

SKILLS

+2 **INITIATIVE**

ARMOR 12 **CLASS**

DEFENSES

HEROIC INSPIRATION

+3 **PROFICIENCY BONUS**

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
32		--

HIT POINTS

Total 5d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Calligrapher's Supplies

=== LANGUAGES ===
Common, Common Sign Language, Gnomish

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== SPECIAL ===
Arcane Recovery " 1 / Long Rest
When you finish a Short Rest, you can recover expended spell slots. The spell slots can have a combined level equal to no more than 3, and none of the slots can be level 6 or higher.

You can use this feature once per Long Rest.

ACTIONS

11 PASSIVE PERCEPTION
14 PASSIVE INSIGHT
17 PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+2 Pierc	Simple, Finesse, Light, Th
Quarterstaff	+2	1d6-1 Bludg	Simple, Versatile, Topple
Poison Spray	+7	2d12 Poison	V/S
Shocking Grasp	+7	2d8 Lightnin	V/S
Chill Touch	+7	2d10 Necro	V/S
Unarmed Strike	+2	0 Bludgeon	

WEAPON ATTACKS & CANTRIPS

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Gnome	Sage	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

=== WIZARD FEATURES ===

* Core Wizard Traits " PHB-2024 165

* Spellcasting " PHB-2024 165

* Ritual Adept " PHB-2024 166

* Arcane Recovery " PHB-2024 166
When you finish a Short Rest, you can recover expended spell slots. The spell slots can have a combined level equal to no more than 3, and none of the slots can be level 6 or higher.

You can use this feature once per Long Rest.

| 1 / Long Rest " Special

* Scholar " PHB-2024 166
You can choose one of the skills in which you ' re proficient and gain Expertise in it.

* Wizard Subclass " PHB-2024 167

| Evoker

* Evocation Savant " PHB-2024 174
Choose two Evocation spells, each of which must not be higher than level 2, and add them to your spellbook for free.

Whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free.

* Potent Cantrip " PHB-2024 174
When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on the saving throw, the target takes half the damage (if any) but suffers no additional effect.

* Ability Score Improvement " PHB-2024 167

* Memorize Spell " PHB-2024 167
Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells with another level 1+ spell.

=== GNOME SPECIES TRAITS ===

* Creature Type " PHB-2024 191
You are a Humanoid.

* Size " PHB-2024 191
You are Small.

* Speed " PHB-2024 191
Your Speed is 30 ft.

* Darkvision " PHB-2024 191
You have Darkvision with a range of 60 ft.

* Gnomish Cunning " PHB-2024 191
You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

* Gnomish Lineage " PHB-2024 191

| Forest Gnome "

* Gnomish Lineage Spells " PHB-2024 191

| Forest Gnome - Intelligence "

=== FEATS ===

* Ability Score Improvement " PHB-2024 202
Increase one ability score by 2 or two ability scores by 1.

* Magic Initiate (Wizard) " PHB-2024 201
Two Cantrips. You learn two cantrips of your choice from the Wizard spell list. Int., Wis., or Cha. is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Wizard spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

| Intelligence "

* Sage Ability Score Improvements " PHB-2024 183

| Increase two scores (+2 / +1) "

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP 0	Potion of Healing	2	1 lb.	Tinderbox	1	1 lb.
	Dagger	1	1 lb.	Vial	1	--
SP 0	Dagger	1	1 lb.	Lamp	1	1 lb.
	Quarterstaff	1	4 lb.	Ink Pen	1	--
EP 0	Backpack	1	5 lb.	Ink	1	--
	Robe	1	4 lb.			
GP 30	Bedroll	1	7 lb.			
	Blanket	1	3 lb.			
PP 0	Spell Book	1	5 lb.			
	Antitoxin	1	--			
WEIGHT CARRIED 55 lb.	Component Pouch	1	2 lb.			
	Oil	10	10 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
ENCUMBERED 120 lb.	Parchment	20	--			
	Calligrapher's Supplies	1	5 lb.			
PUSH/DRAG/LIFT 240 lb.	Rope	1	5 lb.			

EQUIPMENT

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CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
		Small		
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Wizard

SPELLCASTING CLASS

INT	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
o	Poison Spray	Wizard	+7	1A	30 ft.	V,S	Instantar	PHB-2	V/S
o	Shocking Grasp	Wizard	+7	1A	Touch	V,S	Instantar	PHB-2	V/S
o	Prestidigitation	Wizard	--	1A	10 ft.	V,S	1 hour	PHB-2	D: 1h, V/S
o	Mage Hand	Wizard	--	1A	30 ft.	V,S	1 minute	PHB-2	D: 1m, V/S
o	Chill Touch	Magic Initiate (\	+7	1A	Touch	V,S	Instantar	PHB-2	V/S
o	Acid Splash	Magic Initiate (\	DEX	1A	60 ft./5	V,S	Instantar	PHB-2	5 ft. Sphere, V/S
o	Minor Illusion	Gnomish Linea	--	1A	30 ft./5	S,M	1 minute	PHB-2	D: 1m, 5 ft. Cube, S/M
	=== 1st LEVEL ===	4 Slots OOOO							
o	Burning Hands	Wizard	DEX	1A	Self/15	V,S	Instantar	PHB-2	15 ft. Cone, V/S
o	Mage Armor	Wizard	--	1A	Touch	V,S,8 hours		PHB-2	D: 8h, V/S/M
o	Shield	Wizard	--	1R	Self	V,S	1 round	PHB-2	D: 1Rnd, V/S
o	Tasha's Hideous La	Wizard	WIS	1A	30 ft.	V,S,Concent		PHB-2	D: 1m, V/S/M
o	Alarm [R]	Wizard	--	1m	30 ft./20	V,S,8 hours		PHB-2	D: 8h, 20 ft. Cube, V/S/M
o	Charm Person	Wizard	WIS	1A	30 ft.	V,S	1 hour	PHB-2	D: 1h, V/S
o	Comprehend Langu	Wizard	--	1A	Self	V,S,1 hour		PHB-2	D: 1h, V/S/M
o	Detect Magic [R]	Wizard	--	1A	Self/30	V,S	Concent	PHB-2	D: 10m, 30 ft. Sphere, V/S
o	Identify [R]	Wizard	--	1m	Touch	V,S,Instantar		PHB-2	V/S/M
o	Unseen Servant [R]	Wizard	--	1A	60 ft.	V,S,1 hour		PHB-2	D: 1h, V/S/M
o	Color Spray	Wizard	CON	1A	Self/15	V,S,Instantar		PHB-2	15 ft. Cone, V/S/M
o	Feather Fall	Wizard	--	1R	60 ft.	V,M	1 minute	PHB-2	D: 1m, V/M
o	Fog Cloud	Wizard	--	1A	120 ft./2	V,S	Concent	PHB-2	D: 1h, 20 ft. Sphere, V/S
o	Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantar	PHB-2	V/S
o	Witch Bolt	Wizard	+7	1A	60 ft.	V,S,Concent		PHB-2	D: 1m, V/S/M
o	False Life	Magic Initiate (\	--	1A	Self	V,S,Instantar		PHB-2	1/LR, V/S/M
o	Speak with Animals	Gnomish Linea	--	1A	Self	V,S	10 minut	PHB-2	1 Use (3/3), D: 10m, V/S
o	Speak with Animals	Gnomish Linea	--	1A	Self	V,S	10 minut	PHB-2	D: 10m, V/S
o	Chromatic Orb	Evocation Sava	+7	1A	90 ft.	V,S,Instantar		PHB-2	V/S/M
o	Magic Missile	Evocation Sava	--	1A	120 ft.	V,S	Instantar	PHB-2	V/S
	=== 2nd LEVEL ===	3 Slots OOO							
o	Phantasmal Force	Wizard	INT	1A	60 ft./10	V,S,Concent		PHB-2	D: 1m, 10 ft. Cube, V/S/M
o	Scorching Ray	Wizard	+7	1A	120 ft.	V,S	Instantar	PHB-2	V/S
o	Hold Person	Wizard	WIS	1A	60 ft.	V,S,Concent		PHB-2	D: 1m, V/S/M
o	Dragon's Breath	Wizard	DEX	1BA	Touch/1	V,S,Concent		PHB-2	D: 1m, 15 ft. Cone, V/S/M
o	Flaming Sphere	Wizard	DEX	1A	60 ft./5	V,S,Concent		PHB-2	D: 1m, 5 ft. Sphere, V/S/M
o	Cloud of Daggers	Wizard	--	1A	60 ft./5	V,S,Concent		PHB-2	D: 1m, 5 ft. Cube, V/S/M
o	Detect Thoughts	Wizard	WIS	1A	Self	V,S,Concent		PHB-2	D: 1m, V/S/M
o	Gentle Repose [R]	Wizard	--	1A	Touch	V,S,10 days		PHB-2	D: 10d, V/S/M
o	Gust of Wind	Wizard	STR	1A	Self	V,S,Concent		PHB-2	D: 1m, V/S/M
o	Shatter	Wizard	CON	1A	60 ft./10	V,S,Instantar		PHB-2	10 ft. Sphere, V/S/M
	=== 3rd LEVEL ===	2 Slots OO							
o	Fear	Wizard	WIS	1A	Self/30	V,S,Concent		PHB-2	D: 1m, 30 ft. Cone, V/S/M
o	Fireball	Wizard	DEX	1A	150 ft./2	V,S,Instantar		PHB-2	20 ft. Sphere, V/S/M
o	Leomund's Tiny Hut	Wizard	--	11n	Self/10	V,S,8 hours		PHB-2	D: 8h, 10 ft. Sphere, V/S/M
o	Hypnotic Pattern	Wizard	WIS	1A	120 ft./3	S,M	Concent	PHB-2	D: 1m, 30 ft. Cube, S/M
o	Slow	Wizard	WIS	1A	120 ft./4	V,S,Concent		PHB-2	D: 1m, 40 ft. Cube, V/S/M

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