



# MAD AEAN

Wizard 12 (Evoker)

CLASS & LEVEL

107,000

EXPERIENCE POINTS

Matthew Stanton

PLAYER NAME

Human

RACE/ANCESTRY/HERITAGE

Hermit

BACKGROUND

The Dungeon of Doom

CAMPAIGN or PLAYER ID

STR  
-1  
9

+4 PROFICIENCY BONUS



ARMOR CLASS (AC)  
12



INITIATIVE  
+2



SPEED  
30 ft.

Armor Worn: none



HIT POINTS  
86

HIT DICE  
12d6

DEATH SAVES: Success O O O Fail O O O

## FEATURES, TRAITS & MORE

**Alignment:** Chaotic Neutral. I follow my shifting whims with little concern about rules or later consequences.

### Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Waiting for sign from deity. Loved one suffers a curse.
- **Ideal:** Secret to all is found in logic.
- **Bond:** Avoiding a forbidden love.
- **Flaw:** Enraged by interruptions.

### Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 33 years old
- Medium Size (5' 8", 182 lbs.)

### Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 6 levels after short rest once per day)
- Evocation Savant (copy such spells in half the time)
- Sculpt Spells (exclude 1 + spell's level targets from effect of evocation spell)
- Potent Cantrips (targets that save still take half damage)
- Empowered Evocation (your evocation spells cause an additional 5 points of damage)

## SAVING THROWS

- 1 Strength Saves
- +2 Dexterity Saves
- +3 Constitution Saves
- +9 Intelligence Saves \*
- +5 Wisdom Saves \*
- +0 Charisma Saves
- \* Prof. bonus added

## SKILLS

- +2 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +9 Arcana (*Int*) \*
- 1 Athletics (*Str*)
- +0 Deception (*Cha*)
- +5 History (*Int*)
- +1 Insight (*Wis*)
- +0 Intimidation (*Cha*)
- +9 Investigation (*Int*) \*
- +5 Medicine (*Wis*) \*
- +5 Nature (*Int*)
- +1 Perception (*Wis*)
- +0 Performance (*Cha*)
- +0 Persuasion (*Cha*)
- +9 Religion (*Int*) \*
- +2 Sleight of Hand (*Dex*)
- +2 Stealth (*Dex*)
- +1 Survival (*Wis*)

\* Prof. bonus added

**11 PASSIVE WISDOM (PERCEPTION)**

## PROFICIENCIES & LANGUAGES

**Armor:** none

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

**Tools:** herbalism kit

**Saving Throws:** Intelligence, Wisdom

**Skills:** Arcana, Investigation, Medicine, Religion

**Languages:** Common, Goblin, Draconic

## ENCUMBRANCE

**Lifting & Carrying:** 135 lbs. max. carrying capacity; 270 lbs. pushing or dragging (speed -5 ft.); 270 lbs. max. lift.

## WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

### Dagger. *Melee or Ranged Weapon Attack:*

+6 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

**Dagger (offhand as bonus action).** As above but only 1d4 piercing damage.

**Spear. *Melee or Ranged Weapon Attack:*** +3 to hit, reach 5 ft. *Hit:* 1d6-1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft. If used two-handed in melee, does 1d8-1 damage.)

## MAGIC, FEATS & SPECIAL ATTACKS

**Ray Of Frost Cantrip. *Ranged Spell Attack:*** +9 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, spear, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 11 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 6,509 gold pieces (gp); 5 silver pieces (sp); 12 copper pieces (cp); 2 gems (worth 100 gp each)

## MAGIC SPELLS

### Spellcasting [PHB p. 201]

Spell Attack Modifier +9  
Spell Save DC 17



**Cantrips Known:** *Friends, Light, Minor Illusion, Prestidigitation, Ray of Frost*

#### Prepared Spells

1st Level (4 slots): *Mage Armor, Magic Missile, Witch Bolt, Detect Magic*  
2nd Level (3 slots): *Melf's Acid Arrow, Gust of Wind, Invisibility, Misty Step*  
3rd Level (3 slots): *Fireball*  
4th Level (3 slots): *Ice Storm, Wall of Fire, Confusion, Conjure Minor Elementals*  
5th Level (2 slots): *Bigby's Hand, Cone of Cold*  
6th Level (1 slot): *Chain Lightning, Disintegrate*

#### 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.