



# PROXRAIUS

Wizard 6 (Evoker)

CLASS & LEVEL

15,120

EXPERIENCE POINTS

Matthew Stanton

PLAYER NAME

Minotaur

RACE/ANCESTRY/HERITAGE

Guild Merchant

BACKGROUND

The Doom of Adeus

CAMPAIGN or PLAYER ID

STR  
-1  
8

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)  
13



INITIATIVE  
+2



SPEED  
30 ft.

Armor Worn: none



HIT POINTS

38

HIT DICE

6d6

DEATH SAVES: Success O O O Fail O O O

## SAVING THROWS

- 1 Strength Saves
- +2 Dexterity Saves
- +2 Constitution Saves
- +7 Intelligence Saves \*
- +4 Wisdom Saves \*
- +0 Charisma Saves
- \* Prof. bonus added

## SKILLS

- +2 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +7 Arcana (*Int*) \*
- 1 Athletics (*Str*)
- +0 Deception (*Cha*)
- +4 History (*Int*)
- +4 Insight (*Wis*) \*
- +0 Intimidation (*Cha*)
- +4 Investigation (*Int*)
- +1 Medicine (*Wis*)
- +4 Nature (*Int*)
- +1 Perception (*Wis*)
- +0 Performance (*Cha*)
- +3 Persuasion (*Cha*) \*
- +7 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: cartographer's tools

Saving Throws: Intelligence, Wisdom

Skills: Arcana, Insight, Persuasion, Religion

Languages: Common, Goblin, Minotaur

## ENCUMBRANCE

Lifting & Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

## FEATURES, TRAITS & MORE

**Alignment:** Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

### Guild Merchant Background [PHB p. 132]

- **Feature:** Guild Membership.
- **Traits:** Ends sentences with a snort. Overbearing manner.
- **Ideal:** When out adventuring, loyalty only goes to the highest bidder.
- **Bond:** Charity equals theft.
- **Flaw:** Covets exclusive deals.

### Minotaur Traits [MotM p. 27]

- Creature Type: Humanoid
- Age: 56 years old
- Medium Size (6' 7", 322 lbs.)
- Horns (proficient as melee weapon that deals 1d6+1 piercing damage; bonus action to push target)
- Goring Rush (on Dash action and move 20 ft., make melee attack with horns as a bonus action)
- Hammering Horns (on Attack with melee attack, attempt to shove a creature with your horns as a bonus action; cannot use this shove attempt to knock a creature prone)
- Labyrinthine Recall (always know north, adv. on Survival to navigate or track)

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

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 3 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)

### Spellcasting [PHB p. 201]

Spell Attack Modifier +7  
Spell Save DC 15



Cantrips Known: *Fire Bolt, Light, Mage Hand, True Strike*

### 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, Phantasmal Force*

3rd Level (3 slots): *Fireball*

## WEAPON & UNARMED ATTACKS

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

**Dagger.** *Melee or Ranged Weapon Attack:* +5 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:* +2 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

**Fire Bolt Cantrip.** *Ranged Spell Attack:* +7 to hit, targets one creature or object within 120 ft. range. *Hit:* 2d10 fire damage and unattended flammable objects catch on fire.

## EQUIPMENT & TREASURE

### Magic Items [DMG p. 135]

- *cloak of protection*
- 2 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 737 gold pieces (gp); 35 silver pieces (sp); 36 copper pieces (cp); 4 gems (worth 50 gp each)

## MORE EQUIPMENT

**Carried Gear [PHB, p. 143]:** two (2) daggers, spear, cartographer's tools (compass, maps, pens), belt pouch, set of common clothes, set of traveler's clothes, merchant's scale, a letter of introduction from your guild. (This load is about 21 lbs.; add 1 lb. per 50 coins carried.)

### 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.