

# FAST CHARACTER



Wizard 5 (Evoker)

CLASS & LEVEL

Stout Halfling

RACE/ANCESTRY/HERITAGE

7,020

EXPERIENCE POINTS

PLAYER NAME

Spy

BACKGROUND

CAMPAIGN or PLAYER ID

STR  
+0  
10

+3 PROFICIENCY BONUS

## SAVING THROWS

+0 Strength Saves  
+2 Dexterity Saves  
+2 Constitution Saves  
+6 Intelligence Saves \*  
+4 Wisdom Saves \*  
-1 Charisma Saves  
\* Prof. bonus added

DEX  
+2  
15

CON  
+2  
15

INT  
+3  
17

WIS  
+1  
12

CHA  
-1  
8

SKILLS  
+2 Acrobatics (Dex)  
+1 Animal Handling (Wis)  
+6 Arcana (Int) \*  
+0 Athletics (Str)  
+2 Deception (Cha) \*  
+3 History (Int)  
+1 Insight (Wis)  
-1 Intimidation (Cha)  
+6 Investigation (Int) \*  
+1 Medicine (Wis)  
+3 Nature (Int)  
+1 Perception (Wis)  
-1 Performance (Cha)  
-1 Persuasion (Cha)  
+3 Religion (Int)  
+2 Sleight of Hand (Dex)  
+5 Stealth (Dex) \*  
+1 Survival (Wis)  
\* Prof. bonus added

## PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

Armor: none

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

Tools: disguise kit, thieves' tools

Saving Throws: Intelligence, Wisdom

Skills: Arcana, Deception, Investigation, Stealth

Languages: Common, Halfling

## ENCUMBRANCE

Lifting & Carrying: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.



ARMOR CLASS (AC)



INITIATIVE

12

+2



SPEED  
25 ft.

Armor Worn: none



HIT POINTS

32

HIT DICE

5d6

DEATH SAVES: Success O O O Fail O O O

## WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

**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.)

## MAGIC, FEATS & SPECIAL ATTACKS

**Ray Of Frost Cantrip.** *Ranged Spell Attack:* +6 to hit, targets one creature or object within 60 ft. range. *Hit:* 2d8 cold damage and target's speed reduced by 10 feet for one round.

## EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** two (2) daggers, quarterstaff, belt pouch, crowbar, set of dark common clothes with hood. (This load is about 11 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 534 gold pieces (gp); 15 silver pieces (sp); 73 copper pieces (cp); 2 gems (worth 50 gp each)

## FEATURES, TRAITS & MORE

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

### Spy Background [PHB p. 129]

- **Feature:** Criminal Contact.
- **Traits:** Lies about the enemy. Conceited manner.
- **Ideal:** My country, right or wrong
- **Bond:** Runs business as a front.
- **Flaw:** Agrees with enemy's views.

### Stout Halfling Traits [PHB p. 26]

- Creature Type: Humanoid
- Age: 30 years old
- Small Size (3' 1", 46 lbs.)
- Brave (adv. fear saves)
- Halfling Nimbleness (through occupied spaces)
- Lucky (reroll 1s on d20s)
- Stout Resilience (versus poison)

### 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)

### Spellcasting [PHB p. 201]

Spell Attack Modifier +6  
Spell Save DC 14



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

### Prepared Spells

1st Level (4 slots): Mage Armor, Magic Missile, Witch Bolt  
2nd Level (3 slots): Melf's Acid Arrow, Gust of Wind, Misty Step, Phantasmal Force  
3rd Level (2 slots): Fireball

## 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.