



BIGBY

Wizard 8 (Evoker)
CLASS & LEVEL

36,040
EXPERIENCE POINTS

Gary Gygax
PLAYER NAME

Human
RACE

Sage
BACKGROUND

Greyhawk
CAMPAIGN or PLAYER ID

STR
+0
11

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)
10



INITIATIVE
+2



SPEED
30 ft.

DEX
+2
14

SAVING THROWS

- +0 Strength Saves
- +2 Dexterity Saves
- +2 Constitution Saves
- +8 Intelligence Saves *
- +4 Wisdom Saves *
- 1 Charisma Saves
- * Prof. bonus added

CON
+2
15

SKILLS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +8 Arcana (Int) *
- +0 Athletics (Str)
- 1 Deception (Cha)
- +8 History (Int) *
- +1 Insight (Wis)
- 1 Intimidation (Cha)
- +8 Investigation (Int) *
- +4 Medicine (Wis) *
- +5 Nature (Int)
- +1 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +5 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

INT
+5
20

WIS
+1
13

CHA
-1
9

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

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

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Investigation, Medicine

Languages: Common, Dwarvish, Elvish, Gnomish

ENCUMBRANCE

Lifting & Carrying: 165 lbs. max. carrying capacity; 330 lbs. pushing or dragging (speed -5 ft.); 330 lbs. max. lift.



HIT POINTS
50

HIT DICE
8d6

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 & SPECIAL ATTACKS

Fire Bolt Cantrip. *Ranged Spell Attack:* +8 to hit, targets one creature or object within 120 ft. range. *Hit:* 2d10 fire damage and unattended flammable objects catch on fire.

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): two (2) daggers, quarterstaff, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 9 lbs.; add 1 lb. per 50 coins carried.)

Magic Items (DMG p. 135)
• 2 potions of healing (2d4+2 hp)

(a) Item attuned to character.

Coins & Gems: 635 gold pieces (gp); 37 silver pieces (sp); 67 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.

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Traits:** Listens to all sides of argument. Owes debt to a dragon.
- **Ideal:** Just in it for the money.
- **Bond:** Former mentor now a lich.
- **Flaw:** Obsessed with recognition.

Human Traits [PHB p. 29]

- Age: 25 years old
- Medium Size (6' 0", 190 lbs.)

Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 4 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 +8
Spell Save DC 16



Cantrips Known: *Fire Bolt, Light, Minor Illusion, Prestidigitation*

Prepared Spells

- 1st Level (4 slots): *Mage Armor, Magic Missile, Witch Bolt, Detect Magic, Charm Person*
- 2nd Level (3 slots): *Melf's Acid Arrow, Gust of Wind, Invisibility, Misty Step*
- 3rd Level (3 slots): *Fireball, Fly*
- 4th Level (2 slots): *Ice Storm, Wall of Fire*