



Neverland

A Fantasy Role-Playing Setting

Name

Player Name

HUMAN, WIZARD (Evoker), 3

Race, Class, Level

SAGE

Background

950

Experience

STR
+0
11

PROFICIENCY BONUS
+2

Saving Throws

+0 Strength
+2 Dexterity
+2 Constitution
+5 Intelligence*
+3 Wisdom*
-1 Charisma
**prof. bonus added*

DEX
+2
14

Skills

+2 Acrobatics
+1 Animal Handling
+5 Arcana*
+0 Athletics
-1 Deception
+3 History
+3 Insight*
-1 Intimidation
+5 Investigation*
+1 Medicine
+3 Nature
+1 Perception
-1 Performance
-1 Persuasion
+5 Religion*
+2 Sleight of Hand
+1 Stealth
-1 Survival
**prof. bonus added*

CON
+2
15

INT
+3
16

WIS
+1
13

CHA
-1
9

PASSIVE WISDOM
11

ARMOR

12

No Armor

HP

20

HD 3D6

INITIATIVE

+2

SPEED

30ft

LANGUAGES Common, Dwarvish, Elvish, Orc, Sylvan
ALIGNMENT Lawful Neutral
SIZE Medium

ACTION

- **Quarterstaff** melee, +2 to hit, 1D6+0
- **Dagger** melee/ranged, +4 to hit, 1D4+2
- **Cast Spell** see Magic

MAGIC

- **Spell Attack Modifier** +5
- **Spell Save** DC13
- **SPELLS**

- **CANTRIPS**
 - Light
 - Minor Illusion
 - Fire Bolt
- **1ST LEVEL (4 SLOTS)**
 - Mage Armor
 - Magic Missile
 - Witch Bolt
 - Detect Magic
- **2ND LEVEL (2 SLOTS)**
 - Melf's Acid Arrow
 - Invisibility

CLASS FEATURE

- **Arcane Recovery** regain spell totalling 2 levels after short rest once/day
- **Evocation Savant** you can copy evocation spells in half the time
- **Sculpt Spells** exclude (1 + spell's level) targets from effects of an evocation spell

BACKGROUND FEATURE

- **Researcher**

PROFICIENCIES

- **Armor** none
- **Weapons** dagger, dart, light crossbow, quarterstaff, sling
- **Tools** none

TEEN PRODIGY

Your parents always knew you were a fast learner but it wasn't until you started studying magic that this was confirmed. You quickly surpassed your classmates and graduated years before expected.

Now, with the confidence of youth and the skills of a wizard, you're off to learn as much as you can from the world beyond your school's walls.

PERSONALITY TRAIT

You've spent so much time by yourself studying that you haven't refined the gift of conversation. You almost exclusively ask questions and have a hard time giving answers.

IDEAL

Knowledge. You only grow when you give your mind ample nourishment.

BOND

Your evocation professor was like a second father to you and he died under mysterious circumstances.

FLAW

You're a bit of a pyromaniac and will rarely give up the chance to light something on fire.

NOTES

EQUIPMENT

- **Carrying** Dagger, quarterstaff, belt pouch, set of common clothes including traveling cloak, bottle of black ink, quill, small knife, letter from an old professor posing a question you haven't been able to answer
- **Coins & Gems** 12 gold pieces (gp), 3 gems (each worth 10 gp)