



Character Name

Player Name

**Humanoid Skeleton, Wizard (Evoker), 3**

Ancestry, Class (Subclass), Level

**Sage**

Background

**950**

Experience

**STR**  
**+0**  
10

**PROFICIENCY BONUS**  
**+2**

**Saving Throws**

+0 Strength

+2 Dexterity

+2 Constitution

+2 Intelligence\*

+3 Wisdom\*

-3 Charisma

*\*prof. bonus added*

**Skills**

+2 Acrobatics

+1 Animal Handling

+2 Arcana\*

+2 Athletics\*

-3 Deception

+2 History\*

+3 Insight\*

-3 Intimidation

+2 Investigation\*

+3 Medicine\*

+0 Nature

+1 Perception

-3 Performance

-3 Persuasion

+0 Religion

+2 Sleight of Hand

+2 Stealth

+1 Survival

*\*prof. bonus added*

**PASSIVE WISDOM**  
**11**

**CHA**  
**-3**  
4

**ARMOR**

**12**  
None

**HP**

**20**  
HD 3D6

**INITIATIVE**

**+2**

**SPEED**

**30ft**

**LANGUAGES** Common (1 word sentences)

**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** +2
- **Spell Save** DC10

**SPELLS**

- **CANTRIPS**
  - Friends
  - Light
  - Shocking Grasp
- **1ST LEVEL (4 SLOTS)**
  - Mage Armor
  - Magic Missile
  - Witch Bolt
- **2ND LEVEL (2 SLOTS)**
  - Melf's Acid Arrow

**CLASS FEATURE**

- **Arcane Recovery** (1/day) Regain spell slots totaling 2 levels after short rest
- **Evocation Savant** Copy evocation spells in half the time and half resources
- **Sculpt Spells** Exclude 1 plus spell's level targets from effect of evocation spell

**ANCESTRY FEATURE**

- **Darkvision** See in dark up to 60'
- **Skeletal Nature**
  - Immune to poison and exhaustion
  - Doesn't require air, food, water, or sleep
  - Can replace lost limbs with bones
  - Vulnerable to bludgeoning weapons (double damage)
  - Can hiss one word sentences

**BACKGROUND FEATURE**

- **Researcher**

## MAGIC BONES

Life as a sorcerer's apprentice was going well, until that fateful day. You're still not sure if it was an accident or an experiment, but you know your teacher was responsible. They're the reason you're trapped in the fragile bones of a teaching skeleton. At least you can still practice your magic.

You're not sure if Oz will have the information you need, but it's as good a lead as anywhere else.

### PERSONALITY TRAIT

Quiet and shy by nature, you tend to hover towards corners and doorways and away from others.

### IDEAL

Organization. When everything is categorized then finding it later becomes that much easier.

### BOND

You're sure your old teacher is somewhere and can fix what happened.

### FLAW

You don't like when others get into your personal space (particularly hugging).

### NOTES

### PROFICIENCIES

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

### EQUIPMENT

- **Carrying** two daggers, quarterstaff, belt pouch, wizard's robe and hat, bottle of black ink, quill, small knife, personal papers
- **Coins & Gems** 12 gold pieces (GP), 3 gems (each worth 10 GP)