

Erevan Galanodel

CHARACTER NAME

1 Wizard (Evoker)

LEVEL & CLASS

PLAYER NAME

Sage

BACKGROUND Researcher

Elf, High

RACE

EXPERIENCE

300

Next Level

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

0

10

INTELLIGENCE

+3

16

WISDOM

+2

14

CHARISMA

+1

13

STR

-1

INT

+5

DEX

+2

WIS

+4

CON

0

CHA

+1

RESISTANCES

Magic can't put me to sleep; Adv. on saves vs. charmed

SAVING THROWS

STR

+2

Acrobatics (Dex)

WIS

+2

Animal Handling (Wis)

INT

+5

Arcana (Int)

STR

-1

Athletics (Str)

CHA

+1

Deception (Cha)

INT

+5

History (Int)

WIS

+4

Insight (Wis)

CHA

+1

Intimidation (Cha)

INT

+5

Investigation (Int)

WIS

+2

Medicine (Wis)

INT

+3

Nature (Int)

WIS

+4

Perception (Wis)

CHA

+1

Performance (Cha)

CHA

+1

Persuasion (Cha)

INT

+3

Religion (Int)

DEX

+2

Sleight of Hand (Dex)

DEX

+2

Stealth (Dex)

WIS

+2

Survival (Wis)

TOOL

SKILLS

6

MAXIMUM HIT POINTS

+2

PROFICIENCY BONUS

12

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL

1

DIE

d6+0

USED

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE

Arcane Recovery (1 level of spell slots)

MAX

1

RECOVER

LR

USED

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

TOTAL



AMMUNITION

NAME

TOTAL



AMMUNITION

ATTACK NAME

Dagger

PROF ABILITY

✓ Dex

RANGE

Melee, 20/60 ft

TO HIT

+4

DAMAGE

1d4+2

DAMAGE TYPE

Piercing

Finesse, light, thrown

DESCRIPTION

Fire Bolt

✓ Int

120 ft

+5

1d10

Fire

Unattended flammable objects ignite (PHB 241)

ATTACKS: WEAPONS & CANTRIPS

- Arcane Recovery (Wizard 1, BR 33) [1 level of spell slots, 1× per long rest]
Once per day after a short rest, I can recover a number of 5th-level or lower spell slots
- Spellcasting (Wizard 1, BR 32) [3 cantrips known]
I can cast prepared wizard cantrips/spells, using Intelligence as my spellcasting ability
I can use an arcane focus as a spellcasting focus
I can cast all wizard spells in my spellbook as rituals if they have the ritual tag

I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.

No Limits. Nothing should fetter the infinite possibility inherent in all existence.

My life's work is a series of tomes related to a specific field of lore.

I speak without really thinking through my words, invariably insulting others.

When I attempt to learn or recall a piece of lore, if I do not know that information, I often know where and from whom I can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Trance: Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, thus needing only 4 hours for a long rest.

Cantrip: I know one cantrip of my choice from the wizard spell list.
Intelligence is my spellcasting ability for it.

ADVENTURING GEAR	#	LB
Ink, 1 ounce bottle of	1	
Ink pen (quill)		
Small knife		0.5
Letter from dead colleague		
SUBTOTAL		0.5

ADVENTURING GEAR	#	LB
Backpack, with:		5
- Bedroll		7
- Mess kit		1
- Tinderbox		1
- Torches	10	1
- Rations, days of	10	2
- Waterskin		5
- Hempen rope, feet of	50	0.2
SUBTOTAL		59

[illegible]

- CF
- SP
- EP
- GP
- PP

CARRYING CAPACITY
120 lb

PUSH/DRAW/LIFT
121 - 240 lb



Erevan Galanodel

CHARACTER NAME

Male	401	Medium	5'5"	118 lbs.
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Selune	Golden Blonde	Silver	Bronze
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

Allies: Randal Evenwood, Dagnal Battlehammer, Merla Greenbottle, Kara Nemetsk

ORGANIZATION

The Harpers



SYMBOL

ALLIES & ORGANIZATIONS

A middle-aged high elf of moderate height and weight.

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY



Erevan Galanodel

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
<div></div>								

SPELL SLOTS

EVOKE SPELLS

Intelligence

SPELLCASTING ABILITY

4

TO PREPARE

+5

ATTACK MODIFIER

DC 13

SAVING THROW DC

CANTRIPS (0 LEVEL)										
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
<div>At Will</div> Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17	—	Evoc	1 a	120 ft	V,S	Instantaneous	BR	94	
<div>At Will</div> Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	—	Conj	1 a	30 ft	V,S	1 min (D)	BR	99	
<div>At Will</div> Minor Illusion	5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min (D)	BR	101	

1ST LEVEL										
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
<div></div> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	BR	91	
<div></div> Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	—	Abjur	1 a	Touch	V,S,M	8 h (D)	BR	99	
<div></div> Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	BR	100	
<div></div> Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to you	—	Abjur	1 rea	Self	V,S	1 rnd	BR	104	
<div></div> Sleep	20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea	—	Ench	1 a	90 ft	V,S,M	1 min	BR	105	
<div></div> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	BR	107	

HIGH ELF SPELLS

Intelligence

SPELLCASTING ABILITY

+5

ATTACK MODIFIER

DC 13

SAVING THROW DC

CANTRIPS (0 LEVEL)										
KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
<div>At Will</div> Dancing Lights	4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft	—	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	BR	90	

(R) Ritual

1 a 1 action

1 bns / bns a 1 bonus action

1 rea 1 reaction

20 cu ft 20 cubic feet

20 sq ft 20 square feet

adv. Advantage

atk Attack

CL Character Level

dif. ter. Difficult terrain

conc, 1 min Concentration, up to 1 minute

dis. Disadvantage

dmg Damage

h Hour(s)

Kn Known

Me Memorized

min Minute(s)

obj Object(s)

obsc. Obscured

rnd Round(s)

SL Spell Level

(D) The spell can be dismissed by the caster as 1 action

+1d4/SL Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level

30-ft rad 30-foot radius sphere. In the 'Range' column it means it is centered on you

5 crea In the 'Description' column it means it can be centered on any point in space within the spell's range

all Up to 5 creatures in the spell's area, 1 of which can be the caster

any All creatures within the spell's area

cons. Any creatures of your choosing that are within the spell's area

Mf The material component is consumed by the spell

M† Material component is costly, but is not consumed upon casting

see book / B Material component is costly and is consumed upon casting

The short spell description here is very incomplete, so beware

SOURCES ('B' COLUMN)

P Player's Handbook

R System Reference Document

S Sword Coast Adventure Guide

U Unearthed Arcana

X Xanathar's Guide to Everything

GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET