

Fonkin Loopmottin "Lonesnicker"

CHARACTER NAME

3 Evoker

LEVEL & CLASS

Archaeologist

BACKGROUND Shovel

Gnome, Rock

RACE

Dino

PLAYER NAME

900

EXPERIENCE

2,700

Next Level

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+3

17

WISDOM

+1

12

CHARISMA

0

10

STR -1 DEX +2 CON +2 INT +5 WIS +3 CHA 0

RESISTANCES

Adv. on Int/Wis/Cha saves vs.

magic

SAVING THROWS

Acrobatics (Dex) +2
Animal Handling (Wis) +1
Arcana (Int) +5
Athletics (Str) -1
Deception (Cha) 0
History (Int) +5
Insight (Wis) +1
Intimidation (Cha) 0
Investigation (Int) +5
Medicine (Wis) +1
Nature (Int) +3
Perception (Wis) +1
Performance (Cha) 0
Persuasion (Cha) 0
Religion (Int) +3
Sleight of Hand (Dex) +2
Stealth (Dex) +2
Survival (Wis) +3
Tinker's tools

SKILLS

20
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

12
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVED

LEVEL 3 DIE d6+2 USED

HIT DICE

ENCUMBERED

15 ft

25 ft

SPEED

FEATURE

MAX

RECOVER

USED

Arcane Recovery (2 levels of spell slots)

1

LR

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Dagger

✓ Dex

Melee, 20/60 ft

+4

1d4+2

Piercing

Finesse, light, thrown

DESCRIPTION

Firebolt

✓ Int

120 ft

+5

1d10

Fire

Unattended flammable objects ignite

Mage Hand

+0

Light

+0

ATTACKS: WEAPONS & CANTRIPS

DESCRIPTION

AC

10

Armor

Unarmored

Shield

2

Dex

Medium Armor Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

13

ABILITY
SAVE DC

INTELLIGENCE

ARMOR

Light

Medium

Heavy

Shields

WEAPONS

Simple

Martial

Other

Weapons:

Dagger, Dart, Light crossbow, Quarterstaff, Sling

LANGUAGES

Common

Gnomish

Draconic

TOOLS & OTHERS

Tinker's tools

Cartographer's Tools

PROFICIENCIES

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑

AMMUNITION

- Arcane Recovery (Wizard 1, PHB 115) [2 levels 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, PHB 114) [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 for my wizard spells
I can cast all wizard spells in my spellbook as rituals if they have the ritual tag
- Evocation Savant (School of Evocation 2, PHB 117)
I halve the gp and time needed to copy evocation spells into my spellbook
- Sculpt Spells (School of Evocation 2, PHB 117)
If I cast an evocation spell affecting others I can see, I can protect 1 + the spell's level
The chosen automatically succeed on their saving throws vs. the spell
They also take no damage if the spell would normally deal half damage on a save

I'm happier in a dusty old tomb than I am in the centers of civilization. I love a good puzzle or mystery.

Death Wish: Nothing is more exhilarating than a narrow escape from the jaws of death. (Chaotic)

I've heard stories about a lost city from an old friend. I aim to find it, learn its secrets, and seek in it atonement for my friends' death.

I have no time for friends or family. I spend every waking moment thinking about and preparing for my next expedition.

Feature Name: **Historical Knowledge**

When I enter a ruin or dungeon, I can correctly ascertain its original purpose and determine its builders, whether those were dwarves, elves, humans, yuan-ti, or some other known race. In addition, I can determine the monetary value of art objects more than a century old.

Rock Gnome (+1 Constitution, +2 Intelligence)

Artificer's Lore: Add twice my proficiency bonus to Intelligence (History) checks with magic, alchemical, and technological items.

Tinker: Construct a Tiny clockwork device (AC 5, 1 HP) using tinker's tools, 1 hour, and 10 gp of material components, that functions for 24 hours. I can have up to 3 active.

- **Clockwork Toy:** animal, monster, or person that can move 5 ft per turn in a random direction, making appropriate noises;
- **Fire Starter:** 1 action to produce miniature flame to light things;
- **Music Box:** plays single song at a moderate volume.

ADVENTURING GEAR	#	LB
Backpack, with:		5
Map case with a map of a ruin/dungeon		1
Bullseye lantern		2
Miner's pick		10
Shovel		5
Two-person tent		20
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		97

SUBTOTAL	97
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ADVENTURING GEAR	#	LB
Spellbook		3
Component pouch		2
SUBTOTAL EQUIPMENT	5	

EQUIPMENT

[illegible]

SUBTOTAL	6
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Diagram illustrating the 5-point tie-down system components and their ratings:

- CP (Crossbar)
- SP (Sidebar)
- EP (Endbar)
- GP (Groundbar)
- PP (Pullpoint)

WEIGHT CARRIED
109 lb

CARRYING CAPACITY
120 lb

PUSH/DRAW/LIFT
121 - 240 lb

[illegible][illegible]

OTHER HOLDINGS

[illegible]

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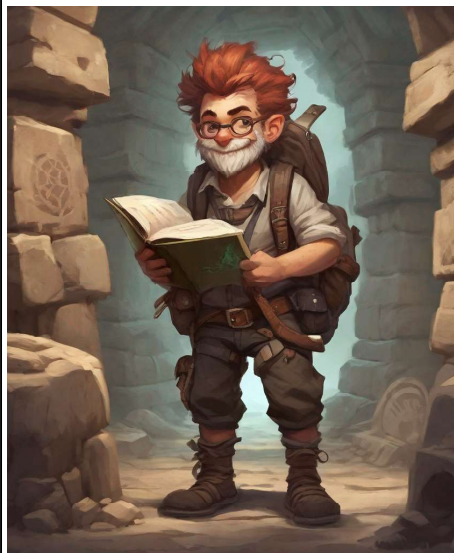
MAGIC ITEMS



Fonkin Loopmottin "Lonesnicker"

CHARACTER NAME

Male	62	Small	3.6	40 lb
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Red	Brown	White	
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Steadyhand - Deceased former colleague, killed in an accident caused by Lonesnickers.

Villagers - The inhabitants of Lonesnicker's village never blamed him for the death of Steadyhand. He was thanked by his team for saving them. Should he choose to return or meet one of them on his travels, he would be welcomed back with open arms, although the chance of that happening while the lost city remains undiscovered are slim.

Merchants - Selling goods raided from tombs for just enough to sustain himself has ingratiated Lonesnicker with a few less unscrupulous merchants.

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

Short

Messy red hair with white beard

Glasses

Overly large backpack

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

Cultists / Guardians - During his quest to learn as much about evocation magic as he could, Lonesnicker raided a lot of tombs associated with powerful wizards and their families. While he won't recognize them due to his quick escapes, they might remember his distinctive red hair and white beard.

ENEMIES

Lonesnicker, known at that point by most as Traptinker, once belonged to a team of villagers whose expertise lay in extracting valuable metals and gems from ancient tombs. During a perilous expedition, while fending off undead attackers, Traptinker frantically deciphered runes on a wall for hidden clues or hints. His accidental completion of a magical sequence unleashed a powerful fire evocation spell that saved the team but tragically cost the life of a close friend, Steadyhand. Overwhelmed by guilt, Lonesnicker left his village, friends, and family behind shortly after. The only object still in his possession from that time is the shovel that Steadyhand carried.


Driven by a fervent desire to prevent similar future tragedies, he chose to delve deeper into the mysteries of magic instead of rejecting it. Over years of solitary raiding and study in ancient tombs and with arcane texts, Lonesnicker learned to wield and sculpt his evocation magic, finding solace in short discussions with fellow travelers during rest. His curious and playful nature led him to rediscover the joy of conversation and laughter, albeit interspersed with occasional moments of solemn introspection.

Having mastered casting evocation spells without risking harm to allies, Lonesnicker has settled on a new quest: discovering the lost city his late friend, Steadyhand, fervently believed in. Steadyhand insisted the city's existence wasn't myth but reality, making its discovery the ultimate act of redemption for Lonesnicker. To achieve this, he seeks to forge new alliances with trusted partners and adventurers.

With scant information — "a bustling city engulfed by a volcanic eruption, now concealed under layers of volcanic ash and dust, where rescue attempts revealed only more ash instead of the anticipated stone walls" — Lonesnicker understands that unraveling its mysteries will require a vast network of information and allies.

CHARACTER HISTORY

[illegible][illegible]



Fonkin Loopmottin "Lonesnicker"

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○ ○	○							
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SPELL SLOTS




EVOKER SPELLS

Intelligence
SPELLCASTING ABILITY

6
TO PREPARE

+5
ATTACK MODIFIER

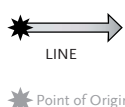
DC 13
SAVING THROW DC

CANTRIPS (0 LEVEL)									
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
 Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
 Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
 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)	P	256

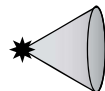
1ST LEVEL									
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input checked="" type="checkbox"/> Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	—	Abjur	1 min	30 ft	V,S,M	8 h	P	211
<input checked="" type="checkbox"/> Burning Hands	All in area 3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	S:15-ft cone	V,S	Instantaneous	P	220
<input type="checkbox"/> Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	—	Div	1 a	Self	V,S,M	1 h	P	224
<input type="checkbox"/> 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	P	231
<input type="checkbox"/> Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage	—	Trans	1 rea	60 ft	V,M	1 min	P	239
<input checked="" type="checkbox"/> 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)	P	256
<input checked="" type="checkbox"/> Magic Missile	3+1/SL darts hit creature(s) I can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	257

2ND LEVEL									
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input checked="" type="checkbox"/> Aganazzar's Scorching Ray	30-ft long 5-ft wide line all creatures 3d8+1d8/SL Fire dmg; save halves	Dex	Evoc	1 a	30-ft line	V,S,M	Instantaneous	X	150
<input checked="" type="checkbox"/> Knock	1 object is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft	—	Trans	1 a	60 ft	V	Instantaneous	P	254
<input type="checkbox"/> See Invisibility	See invisible/ethereal creatures and objects as if they were visible; ethereals are ghostly, translucent	—	Div	1 a	Self	V,S,M	1 h	P	274

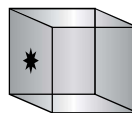
PLAYER REFERENCE



LINE



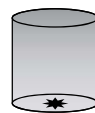
CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration and expends the spell slot.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK)

(DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK)

(DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED (dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED (darkness)	Effectively blinded (see conditions)
BLINDSIGHT	Out to range, perceive without sight.
DARKVISION	Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT	Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE (PHB 182)