

Etherea : Evoker

Male Kobold, any alignment

Armor Class: 15 (with mage armor)

Hit Points: 22 (5d6 +5)

Speed: 30ft (9m / 6 sqr)

Proficiency: +3

STR

3 (-4)

INT

8 (-1)

DEX

14 (+2)

WIS

7 (-2)

CON

12 (+1)

CHA

14 (+2)

Challenge: 3 (700 XP)

Actions

Quarterstaff. *Melee Weapon Attack* -1 to hit, reach 5 ft, one target. Hit: 1 (1d6 -4) bludgeoning damage.

Properties: Versatile (1d8),

Spells

Spellcasting. the Evoker is an 5th-level sorcerer. Its spellcasting ability is Charisma (spell save DC 13, to hit with spell attacks +5)

Cantrips (at will): Dancing Lights, Blade Ward, Minor Illusion, Shocking Grasp,

1st level (4 slots): Chromatic Orb, Charm Person, Jump, Silent Image, Burning Hands, Mage Armor,

2nd level (3 slots): Darkvision, Darkness, Blindness/Deafness,

3rd level (2 slots): Daylight, Fireball,

Special Abilities

Elemental Bending: When casting a area spell that deals fire, ice, lighting or thunder damage the evoker can exclude a number of targets from its area equal to its spellcasting modifier. The target dont receive any damage or effect from that spell.

Racial Features

Ability Modifiers: -4 Str, +2 Dex

Small Size: small creatures should use d6 for hit dices

Pack Tactics: The creature has advantage on attack rolls against a creature if at least one of the creature's allies is within 5ft. of the target and the ally isn't incapacitated.

Darkvision: 60ft (18m / 12sqr)

Sunlight Sensitivity: Disvantage on attack rolls and wisdom perception (sight) when your target is on direct sunlight

Languages: speaks Common and Draconic.