

VanGandt : Evoker

Female Drow, any alignment

Armor Class: 16 (with mage armor)

Hit Points: 27 (5d6 +10)

Speed: 30ft (9m / 6 sqr)

Proficiency: +3

STR

7 (-2)

INT

13 (+1)

DEX

17 (+3)

WIS

12 (+1)

CON

15 (+2)

CHA

18 (+4)

Skills: *Perception* +4 *Arcana* +4 *Intimidation* +7

Saving Throws: *Charisma* +7 *Constitution* +5 ?

Challenge: 3 (700 XP)

Actions

Quarterstaff. *Melee Weapon Attack* +1 to hit, reach 5 ft, one target. Hit: 1 (1d6 -2) bludgeoning damage.

Properties: Versatile (1d8),

Spells

Spellcasting. the Evoker is an 5th-level sorcerer. Its spellcasting ability is Charisma (spell save DC 15, to hit with spell attacks +7)

Cantrips (at will): Mending, Blade Ward, True Strike, Ray of Frost,

1st level (4 slots): Silent Image, Expeditious Retreat, Detect Magic, Chromatic Orb, Sleep, Fog Cloud, Mage Armor,

2nd level (3 slots): Detect Thoughts, Enlarge/Reduce,

3rd level (2 slots): Protection from Energy, Stinking Cloud,

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: +2 Dex, +1 Cha

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Superior Darkvision: 120ft (36m / 24sqr)

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