

# Valwynn Norgyth : Evoker

Male Blue Dragonborn, any alignment

**Armor Class:** 14 (with mage armor)

**Hit Points:** 22 (5d6 +5)

**Speed:** 30ft (9m / 6 sqr)

**Proficiency:** +3

**STR**

8 (-1)

**INT**

12 (+1)

**DEX**

12 (+1)

**WIS**

9 (-1)

**CON**

13 (+1)

**CHA**

15 (+2)

**Skills:** *Arcana* +4 *Intimidation* +5

**Challenge:** 3 (700 XP)

## Actions

**Quarterstaff.** *Melee Weapon Attack* +2 to hit, reach 5 ft, one target. Hit: 2 (1d6 -1 ) 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, Poison Spray, Ray of Frost, Chill Touch,

*1st level (4 slots):* Comprehend Languages, Shield, Expeditious Retreat, Feather Fall, Mage Armor,

*2nd level (3 slots):* Blur, Darkness, Shatter,

*3rd level (2 slots):* Fly, Protection from Energy, Blink,

## 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 Cha, +1 Int

**Draconic Ancestry:** Your dragon ancestry is an Blue Dragon. (random choosen)

**Damage Resistance:** You have resistance to Lightning damage

**Breath Weapon:** You exhale an breath of 5 by 30ft line (Dex. Save) that deals Lightning damage. The DC is 8+Con+Prof. The Creatures takes 2d6 on a failed save, half on a successful one. If the CR is 6 the damage is 3d6, CR 11 - 4d6, CR 16 - 5d6 Lightning damage.