

Similam : Evoker

Male Half Elf, any alignment

Armor Class: 16 (with mage armor)

Hit Points: 27 (5d6 +10)

Speed: 30ft (9m / 6 sqr)

Proficiency: +3

STR

5 (-3)

INT

14 (+2)

DEX

16 (+3)

WIS

13 (+1)

CON

15 (+2)

CHA

19 (+4)

Skills: *Perception* +4 *Arcana* +5 *Intimidation* +7 *Stealth* +6

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

Challenge: 3 (700 XP)

Actions

Quarterstaff. *Melee Weapon Attack* +0 to hit, reach 5 ft, one target. Hit: 1 (1d6 -3) 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): Friends, Acid Splash, True Strike, Poison Spray,

1st level (4 slots): Feather Fall, Expeditious Retreat, Charm Person, Fog Cloud, Comprehend Languages, Mage Armor,

2nd level (3 slots): Knock, Misty Step, See Invisibility,

3rd level (2 slots): Lightning Arrow, 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 Cha, +1 to Dex and +1 Int (random choosen).

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

Darkvision: 60ft (18m / 12sqr)

Skill Versatility: You gain proficiency in two skills (random choosen)