

Evoker, level 1:				— II	1		
• Arcane Recovery (Wizard 1, BR 33	•	· =		$-\parallel$	There's nothing I like more tha	, ,	
Once per day after a short rest, I can recover a number of 5th-level or lower spell slots				$-\parallel$	I'm used to helping out those who aren't as smart as I am, and I		
• Spellcasting (Wizard 1, BR 32) [3 c	•			$-\parallel$	patiently explain anything and	everything to others.	
		g Intelligence as my spellcasting ability	r	$-\parallel$			
I can use an arcane focus as a spe	-			$-\parallel$	PERSONA	ALITY TRAITS	
I can cast all wizard spells in my s	pellbook as rit	uals if they have the ritual tag		_   _   _	No Limits. Nothing should fett in all existence.	er the infinite possibility inherent	
				$-\parallel$		DEALS	
				_	My life's work is a series of ton	nes related to a specific field of	
					lore.		
				$-\parallel$	ВО	ONDS	
				_	I speak without really thinking insulting others.	through my words, invariably	
				$-\parallel$	F	ILAWS	
				$-\ $			
					Feature Name: Researcher		
					When I attempt to learn or recall	l a piece of lore, if I do not know here and from whom I can obtain i	
				$-\parallel$	Usually, this information comes f		
				$-\parallel$	university, or a sage or other learned person or creature. Unearthing		
				- 11	ll '	verse can require an adventure or	
					even a whole campaign.		
				_	BACKGRO	UND FEATURE	
				$-\ $	LULL Elf ( . 2 Deutseity 1 Intellie	- \	
				$-\parallel$	High Elf (+2 Dexterity, +1 Intellig	gence) o, but meditate semiconsciously, fo	
					·	I can dream after a fashion; such	
					dreams are actually mental exerc		
				$-\parallel$		resting in this way, I gain the same	
				$-\parallel$		8 hours of sleep, thus needing only	
				$-\parallel$	4 hours for a long rest.	Later force the unimore could list	
				$-\parallel$	Intelligence is my spellcasting ab	y choice from the wizard spell list.	
				$-\parallel$	Intelligence is my spencasting as	milty for it.	
	CLASS FEA	ATURES			RACIA	AL TRAITS	
ADVENTURING GEAR	#   LB	ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#   LB	
Ink, 1 ounce bottle of	1	Backpack, with:		5	Common clothes	3	
Ink pen (quill)		- Bedroll		7	Belt pouch (with coins)		
Small knife	0.5	- Mess kit		1	Dagger		
Letter from dead colleague		- Tinderbox	10	1			
		<ul><li>Torches</li><li>Rations, days of</li></ul>	10				
		- Kations, days of - Waterskin	10	5			
		- Waterskiii - Hempen rope, feet of	50			10	
						WEIGHT CARRIED	
						64.7 lb	
					ATTUNED MAGICAL ITEMS		
				-		CARRYING CAPACITY	

SUBTOTAL EQUIPMENT

59

SUBTOTAL 0.5

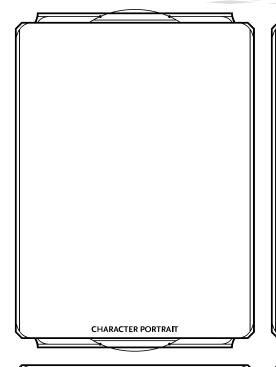
SUBTOTAL

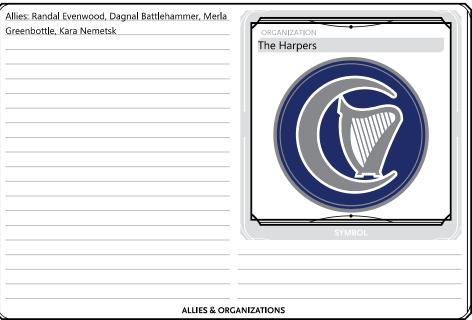
120 lb PUSH/DRAG/LIFT

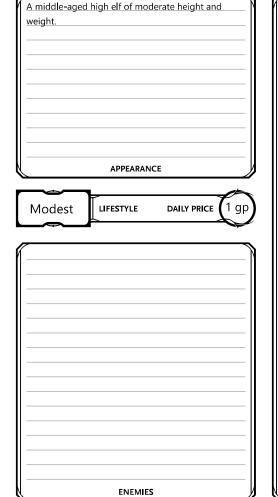
121 - 240 **l**b



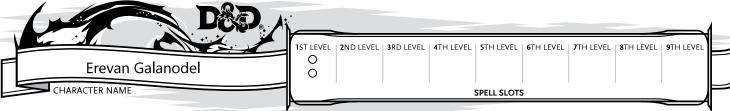
Male	401	Medium	5 <b>'</b> 5"	118 lbs.
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neu	utral Selune	Golden Blor	nde Si <b>l</b> ver	Bronze
ALICNMENT	EVITH	HAID	EVEC	CKINI







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CHARACTER HISTORY	
Made by Joost Wijnen (mpmb@flapkan.com); Design taken from character sheet TM & ⊚ 2014 Wizards of the Co	ast LLC.



Intelligence +5 DC 13 **EVOKER SPELLS** PELLCASTING ABILIT TO PREPARE ATTACK MODIFIER SAVING THROW D CANTRIPS (0 LEVEL) ME SPELL COMP DURATION DESCRIPTION SAVE SCHOOLTIME RANGE B PG. Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17 120 ft Instantaneous BR 94 & Fire Bolt 1 a V.S Evoc ¶ા. 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 1 min (D) BR 99 V.S **₩**<sub>ILL</sub> Minor Illusion 5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC; see book Illus 30 ft 1 min (D) BR 101 1 a S,M **1ST LEVEL** ME SPELL DESCRIPTION SAVE SCHOOLTIME RANGE COMP DURATION O 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 BR 91 **⊘** 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) **⊘** Magic Missile 3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart Evoc 1 a 120 ft V,S Instantaneous BR 100 **⊘** Shield If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to you Self Abjur 1 rea V,S 1 rnd BR 104 **⊘** Sleep 20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea Ench 90 ft V,S,M 1 min BR 105 1 a O Thunderwave All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed Con Evoc 1 a 15-ft cube V,S Instantaneous BR 107 Intelligence +5 DC 13 HIGH ELF SPELLS SAVING THROW D PELLCASTING ABILITY ATTACK MODIFIER **CANTRIPS (0 LEVEL)** KN SPELL DESCRIPTION RANGE COMP DURATION SAVE SCHOOLTIME B PG. 4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft BR 90 & Dancing Lights Evoc 1 a 120 ft V,S,M Conc, 1 min

(R)	Ritual	dis.	Disadvantage	(D)	The spell can be dismissed by the caster as 1 action			
1 a	1 action	dmg	Damage	+1d4/SL	Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level			
1 bns / bns a	ı 1 bonus action	h	Hour(s)	30-ft rad	30-foot radius sphere. In the 'Range' column it means it is centered on you			
1 rea	1 reaction	Kn	Known	In the 'Description' column it means it can be centered on any point in space within the spe				
20 cu ft	20 cubic feet	Me	Memorized	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster			
20 sq ft	20 square feet	min	Minute(s)	all	All creatures within the spell's area	SOURCES ('B' COLUMN)		
adv.	Advantage	obj	Object(s)	any	Any creatures of your choosing that are within the spell's area	P Player's Handbook		
atk	Attack	obsc.	Obscured	cons.	The material component is consumed by the spell	R System Reference Document		
CL	Character Level	rnd	Round(s)	Mf	Material component is costly, but is not consumed upon casting	S Sword Coast Adventure Guide		
dif. ter.	Difficult terrain	SL	Spell Level	M†	Material component is costly and is consumed upon casting	<b>U</b> Unearthed Arcana		
conc, 1 min	Concentration, up	to 1 mi	nute	see book / B	The short spell description here is very incomplete, so beware	X Xanathar's Guide to Everything		
GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET								