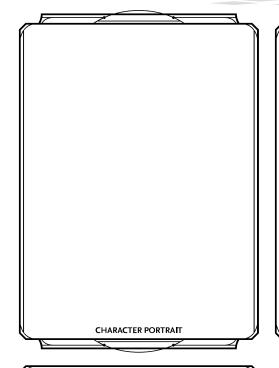


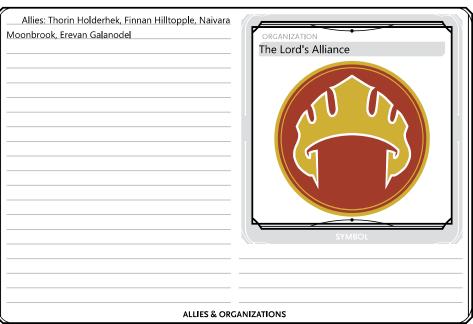
A. Frankrich Laurel 4.				<i>y</i>			
Evoker, level 1:	22) [4]			-	I don't like to get my hands o	dirty and Lwon't l	an caught doad in
• Arcane Recovery (Wizard 1, B				-	unsuitable accommodations.		be caught dead in
		a number of 5th-level or lower spell slo	ots	-			ur name and salt
◆ Spellcasting (Wizard 1, BR 32	·			-	If you do me an injury, I will	crush you, ruin yo	ur name, and sait
		ng Intelligence as my spellcasting abili	ty	- 11	your fields.		
I can use an arcane focus as a				-	PERSO	NALITY TRAITS	
I can cast all wizard spells in	my spellbook as	rituals if they have the ritual tag		-	<u> </u>		
				-	Family. Blood runs thicker th	an water. (Any)	
				-			
				-	 		
					L~	IDEALS	
				- 1	<u> </u>		· · · ·
					I will face any challenge to w	in the approval of	my family.
						BONDS	
					L~	BONDS	
				_	I too often hear veiled insults	s and threats in ev	very word
				_	addressed to me, and I'm qu		rery word
				_	addressed to me, and mi qu	ick to anger.	
				_		FLAWS	
				_		rLAW3	
				-			
				-			
				-	Feature Name: Position of Pri	ivi l ege	
				-	I am welcome in high society, a	and people assum	e I have the right to
				-	be wherever I am. The commo	n folk make every	effort to
				-	accommodate me and avoid m		
					high birth treat me as a memb		
					secure an audience with a loca	I noble if I need to	D
				_ 11	N BACKGR	OUND FEATURE	
				_ 11	Влекон		
					Вленон.		
				_	Human (+1 to all ability scores)	
				_ _ _)	
				_ _ _)	
)	
				_ _ _ _)	
				- - - -)	
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)	
	CLASS F	EATURES			Human (+1 to all ability scores		
	CLASS F	EATURES			Human (+1 to all ability scores) CIAL TRAITS	
					Human (+1 to all ability scores	CIAL TRAITS	
ADVENTURING GEAR Scroll of padiages	CLASS F	ADVENTURING GEAR	#	LB	Human (+1 to all ability scores	CIAL TRAITS	
ADVENTURING GEAR Scroll of pedigree		ADVENTURING GEAR Backpack, with:	#	5	Human (+1 to all ability scores RAC ADVENTURING GEAR Fine clothes	CIAL TRAITS	CI
		ADVENTURING GEAR Backpack, with: - Book of lore	#		ADVENTURING GEAR Fine clothes Signet ring	# LB 6	CI
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of	#	5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins)	# LB 6	CI
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen		5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff	# LB 6 1 1 1 4	Si
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of	#	5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch	# LB 6 1 1 4 2	
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff	# LB 6 1 1 1 4	
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of		5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch	# LB 6 1 1 4 2	
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch	# LB 6 1 1 4 2	
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch	# LB 6 1 1 4 2	25 JG
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch	# LB 6 1 1 4 2	
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch	# LB 6 1 1 4 2	25
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch	# LB 6 1 1 4 2	25
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch Spellbook	# LB 6 1 1 4 2	25 CI
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch	# LB 6 1 1 4 2	25 CI
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch Spellbook	# LB 6 1 1 4 2	25 CARRYING CAPACITY
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand		5 5	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch Spellbook	# LB 6 1 1 4 2	25 CARRYING CAPACITY 195 lb
		ADVENTURING GEAR Backpack, with: - Book of lore - Ink, 1 ounce bottle of - Ink pen - Parchment, sheets of - Little bag of sand - Small knife		1 0.25	ADVENTURING GEAR Fine clothes Signet ring Purse (with coins) Quarterstaff Component pouch Spellbook	# LB 6 1 1 4 2	25 GI WEIGHT CARRIED 27.8 lb



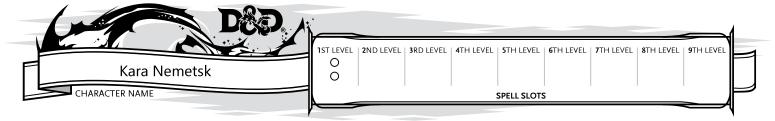
Female	23	Medium	5 ' 7"	165 lbs
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Oghma	Black	Brown	Fair
ALIGNMENT	FAITH	HAIR	EYES	SKIN



A young Damaran human of moderate height and







EVOKER SPELLS

Intelligence 4
TO PREPARE ATTACK MODIFIER SAVING THROW DC

	CANTRIPS (0 LEVEL)							
NE SPELL	DESCRIPTION	SAVE	schoo	LTIME	RANGE	СОМР	DURATION	В
آու Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	_	Evoc	1 a	Touch	V,M	1 h (D)	BR
ր _{ու} Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	_	Trans	1 a	10 ft	V,S	1 h (D)	BR
ու Ray of Frost	Spell attack for 1d8 Cold dmg and -10 ft speed until start of your next turn; +1d8 at CL 5, 11, and 17	_	Evoc	1 a	60 ft	V,S	Instantaneous	BR
	1ST LEVEL			X				
Burning Hands	3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	BR
Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	_	Div	1 a	Se l f	V,S,M	1 h	BR
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)	BR
Magic Missi l e	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
🖔 Shie l d	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to you	_	Abjur	1 rea	Se l f	V,S	1 rnd	BR
Silent Image	15-ft cube illusion includes visible; 1 a move it; Int(Investigation) check vs. spell DC; see book	_	Illus	1 a	60 ft	V,S,M	Conc, 10 min	BR

(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	a 1 bonus action	h	Hour(s)	30-ft rad	30-foot radius sphere. In the 'Range' column it means it is centered o	n you			
1 rea	1 reaction Kn Known In the 'Description' column it means it can be centered on any point in space within the spell's range								
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	U Unearthed Arcana			
conc, 1 min	conc, 1 min Concentration, up to 1 minute see		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								