



Knight-Sorcerer

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Strength

Skills (+5): Arcana, Insight

Saves (+6): Strength, Constitution

- **Melee Weapon Attack:** +6 to hit, 1d8+4 slashing damage
- **Shield** (3 per day): Reaction, +5 to your AC, no damage from magic missile, 1 round duration.



Evoker

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Intelligence

Skills (+5): Arcana, Insight

Saves (+6): Intelligence, Wisdom

- **Ray of Frost:** +6 to hit, 60 ft. range, 1d8 cold damage and target's speed is reduced by 10 ft. until the start of your next turn.
- **Scorching Ray** (3 per day): +6 to hit. You create 3 rays of fire and hurl them at targets within 120 ft. You can hurl them at 1 target or several. On a hit, the target takes 2d6 fire damage.



Seer

Health Levels: 3

AC: 13 (Light Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Intelligence

Skills (+5): Insight, Investigation

Saves (+6): Intelligence, Wisdom

- **Fire Bolt:** +6 to hit, range 120 ft., 1d10 fire damage. A flammable object hit by the spell ignites if it isn't being worn or carried.
- **Hold Person** (3 per day): A target within 60 ft. must succeed on a DC 12 WIS saving throw or be paralyzed for 1 min. with concentration. At the end of each of its turns, the target can make another WIS saving throw, ending the spell on a success.