

ShadowDark

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NAME

Adel

STR

6 / -2

INT

8 / -1

ANCESTRY

Halfling

DEX

14 / +2

WIS

16 / +3

CLASS

Priest

CON

7 / -2

CHA

14 / +2

LEVEL

1

XP

0 / 10

HP

4

AC

13

TITLE

Acolyte

ALIGNMENT

Lawful

BACKGROUND

Ranger

DEITY

Saint Terragnis

TALENTS / SPELLS

WEAPONS: Club, Crossbow, Dagger, Longsword, Mace, Staff, Warhammer; ARMOR: All armor and shields

LANGUAGES: Celestial, Common

Halfling: STEALTHY: Once per day become invisible for 3 rounds.

Priest: PRIEST SPELLCASTING: To cast a Priest spell, roll 1d20+4 vs a DC equal to 10 + the spell's tier.

Priest-1: CASTING: +1 to Priest spell casting rolls (inc. above)

SPELLS: Cure Wounds, Light, Turn Undead

GEAR

GP 14

SP 7

CP

1. Leather armor

11.

2. Crossbow

12.

3. Crossbow bolts (20)

13.

4. Flask or bottle

14.

5. Grappling hook

15.

6. Iron spikes (10)

16.

7. Rations (3)

17.

8. Rope, 60'

18.

9. Torch

19.

10.

20.

FREE TO CARRY

Backpack

Holy symbol

Bag of coins (21)

ATTACKS

CROSSBOW: +2 (F), 1d6 (skip move to reload, 2H)

Edits: Background set to Ranger; Stats set to STR 6, DEX 14, CON 7, INT 8, WIS 16, CHA 14; Priest Talent for level 1 set to '+1 to priest spellcasting checks'; Hit Points rolled at level 1 set to 6; Gold rolled set to 30 gp

CURE WOUNDS (Tier 1, Priest), DC 11 to cast

Duration: Instant

Range: Close

Your touch restores ebbing life.

Roll a number of d6s equal to 1 + half your level (rounded down). One target you touch regains that many hit points.

LIGHT (Tier 1, Priest), DC 11 to cast

Duration: 1 hour real time

Range: Close

One object you touch glows with bright, heatless light, illuminating out to a near distance for 1 hour of real time.

TURN UNDEAD (Tier 1, Priest), DC 11 to cast

Duration: Instant

Range: Near

You rebuke undead creatures, forcing them to flee. You must present a holy symbol to cast this spell.

Undead creatures within near of you must make a CHA check opposed by your spellcasting check. If a creature fails by 10+ points and is equal to or less than your level, it is destroyed. Otherwise, on a fail, it flees from you for 5 rounds.