

ShadowDark

www.shadowdarklings.net

NAME

Mubslai

STR

12 / +1

INT

19 / +4

ANCESTRY

Goblin

DEX

12 / +1

WIS

10 / +0

CLASS

Wizard

CON

9 / -1

CHA

17 / +3

LEVEL

1

XP

0 / 10

HP

1

AC

11

TITLE

Shaman

ALIGNMENT

Neutral

BACKGROUND

Acolyte

DEITY

Ord

TALENTS / SPELLS

WEAPONS: Dagger, Staff; ARMOR: None

LANGUAGES: Celestial, Common, Giant, Goblin, Orcish, Primordial

Goblin: KEEN SENSES: Can't be surprised.

Wizard: LEARNING SPELLS: You can learn a wizard spell from a scroll with DC 15 INT check

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

Wizard-1: STAT BONUS: +2 to Intelligence

SPELLS: Light, Mage Armor, Magic Missile (ADV)

GEAR

GP 32 SP 5 CP

- | | |
|----------------|-----------|
| 1. Dagger | 11. _____ |
| 2. Dagger | 12. _____ |
| 3. Dagger | 13. _____ |
| 4. Crowbar | 14. _____ |
| 5. Oil, flask | 15. _____ |
| 6. Pole | 16. _____ |
| 7. Rations (3) | 17. _____ |
| 8. Rations (3) | 18. _____ |
| 9. _____ | 19. _____ |
| 10. _____ | 20. _____ |

FREE TO CARRY

Backpack
Bag of coins (37)

ATTACKS

DAGGER: +1 (N), 1d4 (FIN)

LIGHT (Tier 1, Wizard), 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.

MAGE ARMOR (Tier 1, Wizard), DC 11 to cast

Duration: 10 rounds

Range: Self

An invisible layer of magical force protects your vitals. Your armor class becomes 14 (18 on a critical spellcasting check) for the spell's duration.

MAGIC MISSILE (Tier 1, Wizard), DC 11 to cast (always cast with advantage)

Duration: Instant

Range: Far

You have advantage on your check to cast this spell.

A glowing bolt of force streaks from your open hand, dealing 1d4 damage to one target.