

# ShadowDark

NAME

STR

\_\_\_ / \_\_\_

INT

\_\_\_ / \_\_\_

ANCESTRY

DEX

\_\_\_ / \_\_\_

WIS

\_\_\_ / \_\_\_

CLASS

CON

\_\_\_ / \_\_\_

CHA

\_\_\_ / \_\_\_

LEVEL

XP

\_\_\_ / \_\_\_

HP

AC

TITLE

ATTACKS

ALIGNMENT

BACKGROUND

DEITY

TALENTS / SPELLS

GEAR

GP

SP

CP

- |           |           |
|-----------|-----------|
| 1. _____  | 11. _____ |
| 2. _____  | 12. _____ |
| 3. _____  | 13. _____ |
| 4. _____  | 14. _____ |
| 5. _____  | 15. _____ |
| 6. _____  | 16. _____ |
| 7. _____  | 17. _____ |
| 8. _____  | 18. _____ |
| 9. _____  | 19. _____ |
| 10. _____ | 20. _____ |

FREE TO CARRY

## Spells Known

### **PUPPET (Tier 1, Witch), DC 11 to cast (cast with advantage due to Spell Mastery)**

Duration: Focus, Range: Close

One humanoid creature of LV 2 or less you touch becomes ensnared by your movements. On your turn, the creature mimics all your movements.

If mimicking you would cause the creature to directly harm itself or an ally, it can make a DC 15 Charisma check. On a success, it resists mimicking you.

### **SHADOWDANCE (Tier 1, Witch), DC 11 to cast**

Duration: 3 rounds, Range: Near

You spin shadowstuff into a convincing visible and audible illusion at a point within near.

The illusion can be as big as a person and can move within a near range of where it appeared.

The illusion can't affect physical objects. Touching the illusion reveals its false nature.

### **WITCHLIGHT (Tier 1, Witch), DC 11 to cast**

Duration: Focus, Range: Near

You summon a floating marsh light that bobs in the air and casts light out to a close radius around it.

The light can change colors and take on vague shapes. It can float up to a near distance on your turn.