

# ShadowDark

NAME

STR

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

INT

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

ANCESTRY

DEX

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

WIS

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

CLASS

CON

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

CHA

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

LEVEL

XP

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

HP

AC

TITLE

ALIGNMENT

BACKGROUND

DEITY

ATTACKS

TALENTS / SPELLS

GEAR		GP	SP	CP
1.	_____	11.	_____	FREE TO CARRY
2.	_____	12.	_____	
3.	_____	13.	_____	
4.	_____	14.	_____	
5.	_____	15.	_____	
6.	_____	16.	_____	
7.	_____	17.	_____	
8.	_____	18.	_____	
9.	_____	19.	_____	
10.	_____	20.	_____	

## Spells Known

### **FLOATING DISK (Tier 1, Wizard), DC 11 to cast**

Duration: 10 rounds, Range: Near

You create a floating, circular disk of force with a concave center. It can carry up to 20 gear slots. It hovers at waist level and automatically stays within near of you. It can't cross over dropoffs or pits taller than a human.

### **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.

### **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.