

# 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. _____	<div>FREE TO CARRY</div>	
2. _____	12. _____		
3. _____	13. _____		
4. _____	14. _____		
5. _____	15. _____		
6. _____	16. _____		
7. _____	17. _____		
8. _____	18. _____		
9. _____	19. _____		
10. _____	20. _____		

## Spells Known

### **EVOKE RAGE (Tier 1, Seer), DC 11 to cast**

Duration: 1d4 rounds, Range: Close

You call out the berserk rage locked inside someone.

One willing humanoid you touch enters a berserk state. The target is immune to morale checks, has ADV on STR checks and melee attacks, and deals +1d4 damage for the spell's duration.

If the target does not attack another creature on its turn, the spell ends.

### **POTION (Tier 1, Seer), DC 11 to cast**

Duration: Instant, Range: Close

As a part of casting this spell, you must bless a single drink of any liquid.

The liquid gains healing properties for 1 day. A creature who imbibes it may end the effects of one poison or may immediately stop dying (the creature remains at 0 HP).