

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. _____

2. _____ 12. _____

3. _____ 13. _____

4. _____ 14. _____

5. _____ 15. _____

6. _____ 16. _____

7. _____ 17. _____

8. _____ 18. _____

9. _____ 19. _____

10. _____ 20. _____

FREE TO CARRY

Spells Known

ALARM (Tier 1, Wizard), DC 11 to cast

Duration: 1 day, Range: Close

You touch one object, such as a door threshold, setting a magical alarm on it. If any creature you do not designate while casting the spell touches or crosses past the object, a magical bell sounds in your head.

MAGE ARMOR (Tier 1, Wizard), DC 11 to cast (cast with advantage due to Spell Mastery)

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.