

ShadowDark

NAME

STR

____ / ____

INT

____ / ____

ANCESTRY

DEX

____ / ____

WIS

____ / ____

CLASS

CON

____ / ____

CHA

____ / ____

LEVEL

XP

____ / ____

HP

AC

TITLE

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

ATTACKS

Spells Known

CURE WOUNDS (Tier 1, Priest), DC 11 to cast

Duration: Instant, Range: Close

Your touch restores ebbing life.

Roll a number of d6s equal to 1 + half your level (rounded down). One target you touch regains that many hit points.

LIGHT (Tier 1, Priest), 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.

TURN UNDEAD (Tier 1, Priest), DC 11 to cast

Duration: Instant, Range: Near

You rebuke undead creatures, forcing them to flee. You must present a holy symbol to cast this spell.

Undead creatures within near of you must make a CHA check opposed by your spellcasting check. If a creature fails by 10+ points and is equal to or less than your level, it is destroyed. Otherwise, on a fail, it flees from you for 5 rounds.