

ShadowDark

www.shadowdarklings.net

NAME

Melin

STR

8 / -1

INT

16 / +3

ANCESTRY

Elf

DEX

12 / +1

WIS

10 / +0

CLASS

Wizard

CON

6 / -2

CHA

13 / +1

LEVEL

4

XP

0 / 40

HP

9

AC

11

TITLE

Seer

ALIGNMENT

Neutral

BACKGROUND

Barbarian

DEITY

Gede

TALENTS / SPELLS

WEAPONS: Dagger, Staff; ARMOR: None

LANGUAGES: Common, Draconic, Elvish, Giant, Primordial, Reptilian, Sylvan

Wizard: LEARNING SPELLS: You can learn a wizard spell from a scroll with DC 15 INT check

Wizard: WIZARD SPELLCASTING: To cast a Wizard spell, roll 1d20+5 vs a DC equal to 10 + the spell's tier.

Elf-1: FARSIGHT: +1 to spellcasting rolls (inc. above)

Wizard-1: STAT BONUS: +2 to Intelligence

Wizard-3: CASTING: +1 to Wizard spell casting rolls (inc. above)

SPELLS: Alter Self, Charm Person, Light, Magic Missile (ADV), Sleep, Web

GEAR

GP 21 SP CP

- | | |
|-----------------------|-------|
| 1. Dagger | 11. / |
| 2. Staff | 12. / |
| 3. Caltrops (one bag) | 13. / |
| 4. Flint and steel | 14. / |
| 5. Grappling hook | 15. / |
| 6. Iron spikes (10) | 16. / |
| 7. Rations (3) | 17. / |
| 8. Rope, 60' | 18. / |
| 9. Torch | 19. / |
| 10. Torch | 20. / |

FREE TO CARRY

Backpack
Bag of coins (21)

ATTACKS

DAGGER: +1 (N), 1d4 (FIN)

STAFF: -1, 1d4 (2H)

SPELLS: To cast a Wizard spell, roll 1d20+5 vs a DC equal to 10 + the spell's tier.

Spells Known

ALTER SELF (Tier 2, Wizard), DC 12 to cast

Duration: 5 rounds, Range: Self

You magically change your physical form, gaining one feature that modifies your existing anatomy.

For example, you can grow functional gills on your neck or bear claws on your fingers. This spell can't grow wings or limbs.

CHARM PERSON (Tier 1, Wizard), DC 11 to cast

Duration: 1d8 days, Range: Near

You magically beguile one humanoid of level 2 or less within near range, who regards you as a friend for the duration.

The spell ends if you or your allies do anything to hurt it that it notices.

The target knows you magically enchanted it after the spell ends.

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.

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

Duration: Instant, Range: Near

You weave a lulling spell that fills a near-sized cube extending from you. Creatures in the area of effect fall into a deep sleep if they are LV 2 or less.

Vigorous shaking or being injured wakes them.

WEB (Tier 2, Wizard), DC 12 to cast

Duration: 5 rounds, Range: Far

You create a near-sized cube of sticky, dense spider web within the spell's range. A creature stuck in the web can't move and must succeed on a Strength check vs. your spellcasting check to free itself.