

# ShadowDark

www.shadowdarklings.net

NAME

Rilin

STR

8 / -1

INT

11 / +0

ANCESTRY

Elf

DEX

8 / -1

WIS

13 / +1

CLASS

Priest

CON

6 / -2

CHA

8 / -1

LEVEL

4

XP

0 / 40

HP

5

AC

12

TITLE

Crusader

ALIGNMENT

Lawful

BACKGROUND

Barbarian

DEITY

Madeera the Covenant

## TALENTS / SPELLS

WEAPONS: Club, Crossbow, Dagger, Longsword, Mace, Staff, Warhammer; ARMOR: All armor and shields

LANGUAGES: Common, Diabolic, Elvish, Sylvan

Priest: PRIEST SPELLCASTING: To cast a Priest spell, roll 1d20+2 vs a DC equal to 10 + the spell's tier.

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

Priest-1: ATTACKS: +1 to melee attack rolls

Priest-3: ATTACKS: +1 to melee attack rolls

SPELLS: Augury, Cure Wounds, Holy Weapon, Shield of Faith, Smite, Turn Undead

## GEAR

GP 23 SP \_\_\_\_ CP \_\_\_\_

- |                     |     |
|---------------------|-----|
| 1. Chainmail        | 11. |
| 2. (Chainmail)      | 12. |
| 3. Mace             | 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  
Holy symbol  
Bag of coins (23)

## ATTACKS

MACE: +1, 1d6

SPELLS: To cast a Priest spell, roll 1d20+2 vs a DC equal to 10 + the spell's tier.

## Spells Known

### **AUGURY (Tier 2, Priest), DC 12 to cast**

Duration: Instant, Range: Self

You interpret the meaning of supernatural portents and omens.

Ask the GM one question about a specific course of action. The GM says whether the action will lead to 'weal' or 'woe.'

### **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.

### **HOLY WEAPON (Tier 1, Priest), DC 11 to cast**

Duration: 5 rounds, Range: Close

One weapon you touch is imbued with a sacred blessing. The weapon becomes magical and has +1 to attack and damage rolls for the duration.

### **SHIELD OF FAITH (Tier 1, Priest), DC 11 to cast**

Duration: 5 rounds, Range: Self

A protective force wrought of your holy conviction surrounds you. You gain a +2 bonus to your armor class for the duration.

### **SMITE (Tier 2, Priest), DC 12 to cast**

Duration: Instant, Range: Near

You call down punishing flames on a creature you can see within range. It takes 1d6 damage.

### **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.