



# ShadowDark

NAME

Mirwina Torby

STR

12 / +1

INT

14 / +2

ANCESTRY

Human

DEX

11 / +0

WIS

16 / +3

CLASS

Priest

CON

13 / +1

CHA

9 / -1

LEVEL

1

XP

\_\_\_\_ / 10

HP

6

AC

13

TITLE

Acolyte

ALIGNMENT

Lawful

BACKGROUND

Herbalist

DEITY

Madeera

## TALENTS / SPELLS

**Ambitious.** +1 STR stat, +1 WIS stat.

**1st-Level Talent.** +1 on spellcasting checks.

**Spellcasting.** +4 (DC 10 + spell tier). **Tier 1 Spells.** **Cure Wounds:** Touch heals 1d6 HP.

**Holy Weapon:** Weapon becomes magic +1 (5 rounds). **Turn Undead:** Undead in Near CHA vs. spellcasting check. Flee if fail, death if fail by 10+ and LV 0-1.

**Languages.** Common, Elvish, Celestial.

## GEAR

GP 6 SP \_\_\_\_ CP \_\_\_\_

- |                           |           |
|---------------------------|-----------|
| 1. <u>Leather armor</u>   | 11. _____ |
| 2. <u>Longsword</u>       | 12. _____ |
| 3. <u>Shield</u>          | 13. _____ |
| 4. <u>Crossbow</u>        | 14. _____ |
| 5. <u>Bow bolts (20)</u>  | 15. _____ |
| 6. <u>Torch</u>           | 16. _____ |
| 7. <u>Flint and steel</u> | 17. _____ |
| 8. <u>Rations (3)</u>     | 18. _____ |
| 9. <u>Rope (60')</u>      | 19. _____ |
| 10. <u>Flask</u>          | 20. _____ |

### FREE TO CARRY

Backpack

Holy Symbol

## ATTACKS

**Longsword,** +1, 1d8

**Crossbow,** +0 (F), 1d6,  
skip move to reload