

FIONA SHADOWSTAR

ELVEN STARLIGHT CLERIC 2nd Level



16 STR	12 DEX	10 CON
+3	+1	+0
12 INT	18 WIS	15 CHA
+1	+4	+2
+2 Proficiency		30' Speed
+6 WIS saving throw		+4 CHA saving throw

CAPABILITIES

Darkvision

Star Shadow Fiona creates a 20-foot globe of inky darkness so black that even darkvision can't penetrate. 1/day. Lasts 10 minutes.

Turn Undead Fiona forces all undead 30' in front of her to run in fear. A Wisdom saving throw of 14 or higher ignores this effect. 1/day.

SKILLS

Nature +3
Persuasion +4
Perception +6

Starlight Blast

Twice per day and only at night, Fiona can summon a beam of starlight. All hostile creatures within 30 feet of her takes 2d10+2 damage. Dexterity saving throw of 14 or higher for half damage.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

Guidance
Light
Resistance
Starlight Beam
1ST LEVEL
Cast from this list 3 times per/day
Faerie Fire
Guiding Bolt
Heal Wounds

STAR
DRAGON
STAFF

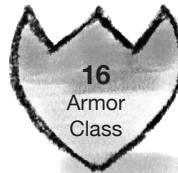
+5
to hit

1d6+3
to damage

STARLIGHT
BEAM

+6
to hit

1d8
to damage



EQUIPMENT

Star Dragon Staff, a light shirt of elven chainmail, a small pouch with lots of hidden pockets for gems and trinkets. Camping gear and waterskins.

TREASURE

40 Gold

6 gems worth 10 Gold each

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Fiona is from a clan of Moon Elves who dwell deep within the forests to the East. Her powers blossom at night, underneath the stars. But Fiona has always been fascinated by merchants and their wares, so she left the forest to explore the nearby human towns. Strange artifacts, bright bobbles, and sparkly gems easily charm her. A bit of a trickster who loves riddles, she's not above occasionally pocketing something she can't afford to purchase honestly.

The powers of Starlight flow through the women of her tribe, giving them special powers. Fiona tries to use her powers sparingly, so as to better fit in with human society.

Personality Trait: "What's bright and twinkles in the night sky? Me!"

Ideal: "Darkness is not evil, for only in the dark can you see the stars."

Bond: "I love everything shiny and bright."

Flaw: "But it's so sparkly, I simply must have it."

SPELLS & CANTRIPS

GUIDANCE Fiona grants one person (maybe herself) an extra 1d4 added to the next ability check of their choice.

LIGHT Fiona creates a dim, glowing light that lasts for an hour.

RESISTANCE Fiona grants one person an extra 1d4 added to the next saving throw of their choice.

STARLIGHT BEAM Fiona's target must make a Dexterity saving throw of 14 or higher or take 1d8 radiant damage.

1st Level Spells **FAERIE FIRE** A glowing starlight surrounds all hostile creatures within 20' of Fiona unless they roll a Dexterity Saving Throw of 14 or higher. This starlight makes invisible creatures visible, and gives Advantage to any attack roll against those creatures.

GUIDING BOLT A shimmering bolt strikes one target. Roll to hit with a +6 and do 4d6 damage. The next attack against this target is at Advantage.

HEAL WOUNDS One person Fiona touches gets 1d8+4 hit points back.

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STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

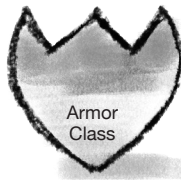
ABILITIES

SKILLS

SPELLS

to hit to damage

to hit to damage



EQUIPMENT

TREASURE



Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

