David Deartháir

DEITY

Dusk Elf (Unseelie Creature) Medium Male 5'10" 128 GENDER RACE & LA SIZE HEIGHT WEIGHT 121 AGE Chaotic Neutral Count Ranalc the Traitor (TFW 18)

black HAIR Evergrove, the First World

Pale SKIN



ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION COURGES: Elven, Common, Sylvan, Aboleth, Abyssal, Infernal, Celestial, Draconic Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012																		
LANGUAGES:									CLASS RECORDER									
		HITPOINTS CURRENT HP			HP GAINED HD C			CLASS REC			FC HPS	FORT	REF	WILL	LEVELS			
STR 12 1 12		4	11	1		R	anger		1	11	0	2	2	0	1			
DEX 22 6 16 2 4	_∣ ∣ 11	1																
CON 12 1 14 -2		•																
INT 20 5 14 2 4	NONLETHAL HP DAM																	
wis 10 0 10	TEMPORARY HP																	
	<u> </u>	OTAL H	11	FAVORE CLASS	Sorcerer TOTAL				1	11	0	2	2	0	1			
CHA 16 3 18 -2		CONDITIONS	& MISCELLANEOUS T				SKIL				RANKS TOTAL	11						
ABILITY SCORE & RACIAL NOTES			*□ Acrobati	os •	D		TAL RA	ANKS A	6	RAINED	MISC							
	KS & DEFENSE SIZE DODGE NATURAL	DEFLECT	MISC TEMP				* Appraise			_	5		5					
AC 18 =10+ 2 0 6	J. J			ARMO	R CHECK PENALTY	0	* □ BLUFF * ☑ CLIMB •			_	5	1	3	3	2			
40				, '	1AXIMUM	6	∗☑ CRAFT: arr				_	1	5	3				
		$\vdash \vdash \vdash$	_]]	DEX SPELL	_	* DIPLOMAC DISABLE D			HA :	3		6					
FLAT-FOOT 12 =10+ 2 0 0]	FAILURE	10%	∗ □ Disguise			_	3		3					
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC TEMP	C	OMBAT NOTES & MC	IDIFIERS			*□ ESCAPE AF *□ FLY •	TIST •		_	6		6					
FORT 3 2 1							■ HANDLE A	NIMAL	CI	на	7	1	3	3				
REF 8 2 6							∗ ⊠ Heal ∗ ⊠ Intimidat	E		_	7	1	3	3				
							✓ KN: nature			NT			5	<u> </u>	4			
WILL 0 0 0							✓ KN: dunge ✓ KN: geogra			NT NT			5		_			
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE MISC						☐ KN: geogr	арпу		NT			5					
MELEE 2 1 1							☐ Kn:			NT			5					
RANGED 7 1 6	$\neg \neg \neg \neg$						LINGUISTI	cs		NT NT			5					
смв 7 1 DEX 6	<u> </u>						∗ ☑ PERCEPTIO	N		_	_	1	0	3	2			
DODGE & STP &							⋆□ PERFORM: PROF: fleto Prof: fleto Prof: fleto *□ Pr	her		_	4	1	3 0	3				
СМБ 18 =10+ ВДВ _{DE} U _{ECT} _D € _X							× ☑ RIDE •			EX 1	0	1	6	3				
FEATS & FEATURES							SENSE MC			EX EX	0		6					
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES							☑ Spellcrap	т		_	_	1	5	3	2			
Race: Elf (Humanoid: Elf)		us (longi	00w) + r alla	ICK			*☑ Stealth • ∗☑ Survival			_	_	1	6	3	4			
Elven Immunities: Immune Sleep; +2 vs Enchantm	<u> </u>						∗ ⊠ Swiм •			TR :	_	1	1	3				
Keen Senses: +2 Perception							USE MAGI		STR	НА			3		-			
Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortb	ows								STR		_							
Racial Trait: Darkvision 60'									STR STR		-							
Elven Magic: +2 Spell Resistance; +2 Spellcraft									STR									
Template: Unseelie Creature (AB-291) (extraplanar,	fey)								STR									
Low-light vision							MARK A 🗖 TO S * SKIL	HOW A CLASS : L CAN BE USEI	SKILL. CL D UNTRAI	ASS SKILI	ARMOR	CHECK P	ENALTY	TRAINED APPLIES	BONUS.			
Unseelie Sight: while invisible, can see other invisible	fey						EXPE	RIENCE DIUM 🗹 FAS	_{эт} 🗆 [0	/		2,000				
Immune to fey illusions							CDEE		— ,	BASE	FLY	sw	/IM	CLIMB	MISC			
DR 5/cold iron & resistance cold 5							SPEED		4	30	<u> </u>	DEY	<u> </u>	_	MISC			
Spell-like: Abilities invisibility (at will)							INIT	6	<u> </u>	= _	6	MOD	+		MISC MOD			
dancing lights, ghost sound, silent image (3/day)	Unseelie Pact:	If becom	es good, swit	ch to S	Seelie te	emplate	HERO											
alter self, darkness, magic mouth, sleep plane shift (to Fey Realm) (1.		reated as	s fey				SR			DR	5/	iron						
Skills: +2 bluff, +4 knowledge (nature), stealth, survival Faerie Walk: In natural or blighted terrain, Ethereal Jaunt									RESISTANCES cold 5									
ARMOR & WEAPONS									POOL POINTS									
ARMO ARMOR NAME & DESCRIPTION	AX DEX PENALTY S	PELL FAIL	TYPE	WEIGHT	POOL PO	IN12												
ARMOR leather armor	2	6 0	10	Lt	15.0													
SHIELD																		
WEAPON NAME & DESCRIPTION	ME & DESCRIPTION ATTACK MODIFIERS					. RANGE	WEIGH	HT AMMO & NOTES										
longbow	+7+1	+7+1			1d8+1 20,×			100 P 3.			0							
longsword	+2	+2			1d8+1 19-20			x2 S 4			4.0							

FEATS & SPECIAL ABILITIES NAME						FEATS & SPECIAL ABILITIES NAME USES/DAY											
Ranger: HD: d10, skills: 6 + Int Mod			USES/DAY	USED	Ш			N	ME				USES/DAY	USED			
Favored Enemy: Aberration +2 Attack & damage	_				1 🖯												
Track: +lvl/2 to Survival (track)					┧┝												
Wild Empathy: Improve attitude of wild animal					┨╟												
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EQUIPMENT & MAGIC ITEM	c .						-		MENT	& MAGIC	ITEMS						
# ITEM) 	QTY / USES	WGT N/A	WEIGHT	*			ITEM	MENI	& MAGIC	IIEMS	QTY / USES	WGT N/A	WEIGHT			
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WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	*				CONTAINI	FR	BAGS & CO	IATNO	NERS	VOLUME/WEIG	HT LIMIT/NO	TES		WEIGHT			
BELT:												-					
BODY:	Г																
	Г																
CHEST:	Г																
EYES:				CUI	RRENC	:Y				TREA	SURE C	ARRIED					
FEET:		T151	CARR		CARRIE	O WGT N/A	STORED	#			TREASURE			WEIGHT			
HANDS:	⊢	ATINUM						\parallel						 			
HEAD:	⊢	GOLD						$ \downarrow \downarrow$						-			
HEADBAND:	⊢	ILVER						Ш									
NECK:	C	OPPER									ADS &						
RING:	_				<u> </u>			LIGH	LOA	ND HEAVY	N	LIFT ABOVE HEAD	GROUND	DRAG & PUSH			
RING:		-115 -		ARRII	D WE	IGHT		44	88	3 132		132	264	660			
SHOULDERS:		RMOR & EAPONS	CURREN	CY EQL	IIPMENT	MISC	TOTAL	0	0)	MODIFIED LOAD	0	0	0			
WRIST:		22.0	0.0		0.0		22.0	CURRI	NT LOAD	LIGH	г И м	IEDIUM 🗖	HEAV	vy 🗆			
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