

Dearthair
 CHARACTER
 Dusk Elf (Unseelie Creature) Medium Male
 RACE & LA SIZE GENDER
 121 Chaotic Neutral Count Ranalc the Traitor (TFW 18)
 AGE ALIGNMENT DEITY
 Languages: Elven, Common, Sylvan, Aboleth, Abyssal, Infernal, Celestial, Draconic

David
 PLAYER
 5'10" 128 black Black/Ice Blue Pale
 HEIGHT WEIGHT HAIR EYES SKIN
 Evergrove, the First World
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	22	6	16	2	4	
CON	12	1	14	-2		
INT	20	5	14	2	4	
WIS	10	0	10			
CHA	16	3	18		-2	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
11	11	1	Ranger	1	11	0	2	2	0	1			
NONLETHAL HP DAM													
TEMPORARY HP													
TOTAL HP			Sorcerer		TOTALS		1	11	0	2	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	2	0	6					
TOUCH	16	-10+			6					
FLAT-FOOT	12	-10+	2	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	11
<input type="checkbox"/> ACROBATICS *	DEX	6		6	
<input type="checkbox"/> APPRAISE	INT	5		5	
<input type="checkbox"/> BLUFF	CHA	5		3	2
<input checked="" type="checkbox"/> CLIMB *	STR	5	1	1	3
<input checked="" type="checkbox"/> CRAFT: arrows	INT	9	1	5	3
<input type="checkbox"/> DIPLOMACY	CHA	3		3	
<input type="checkbox"/> DISABLE DEVICE *	DEX			6	
<input type="checkbox"/> DISGUISE	CHA	3		3	
<input type="checkbox"/> ESCAPE ARTIST *	DEX	6		6	
<input type="checkbox"/> FLY *	DEX	6		6	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	7	1	3	3
<input checked="" type="checkbox"/> HEAL	WIS	0		0	
<input type="checkbox"/> INTIMIDATE	CHA	7	1	3	3
<input checked="" type="checkbox"/> KN: nature	INT			5	4
<input checked="" type="checkbox"/> KN: dungeoneering	INT			5	
<input checked="" type="checkbox"/> KN: geography	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> LINGUISTICS	INT			5	
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	0	3
<input type="checkbox"/> PERFORM:	CHA	3		3	
<input checked="" type="checkbox"/> PROF: fletcher	WIS	4	1	0	3
<input checked="" type="checkbox"/> RIDE *	DEX	10	1	6	3
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			6	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	11	1	5	3
<input checked="" type="checkbox"/> STEALTH *	DEX	14	1	6	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	8	1	0	3
<input checked="" type="checkbox"/> SWIM *	STR	5	1	1	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			3	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	3	2	1			
REF	8	2	6			
WILL	0	0	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	2		1			
RANGED	7		6			
CMB	7	1	DEX	6		
CMD	18	-10+	B1B	0	7	

FEATS & FEATURES						
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES						

Race: Elf (Humanoid: Elf) Weapon Focus (longbow) +1 attack
 Elven Immunities: Immune Sleep; +2 vs Enchantment
 Keen Senses: +2 Perception
 Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortbows
 Racial Trait: Darkvision 60'
 Elven Magic: +2 Spell Resistance; +2 Spellcraft
 Template: Unseelie Creature (AB-291) (extraplanar, fey)
 Low-light vision
 Unseelie Sight: while invisible, can see other invisible fey
 Immune to fey illusions
 DR 5/cold iron & resistance cold 5
 Spell-like: Abilities invisibility (at will)
 dancing lights, ghost sound, silent image (3/day)
 alter self, darkness, magic mouth, sleep plane shift (to Fey Realm) (1/day)
 Skills: +2 bluff, +4 knowledge (nature), stealth, survival
 Unseelie Pact: If becomes good, switch to Seelie template
 Feyblood: Treated as fey
 Faerie Walk: In natural or blighted terrain, Ethereal Jaunt

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
leather armor	2	6	0	10	Lt	15.0

EXPERIENCE				
SLOW	MEDIUM	FAST		
			0	2,000

SPEED				
BASE	FLY	SWIM	CLIMB	MISC
30				

INIT		
	DEX MOD	MISC MOD
6		

HERO	

SR	DR
	5/iron

RESISTANCES
cold 5

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longbow	+7+1	1d8+1	20,x3	100	P	3.0	
longsword	+2	1d8+1	19-20,x2		S	4.0	

