

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

David
 PLAYER: 5'10" 128 black Black/Ice Blue Pale
 HEIGHT: 5'10" WEIGHT: 128 HAIR: black EYES: Black/Ice Blue SKIN: Pale
 HOME: 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			
20	20	2	Ranger	2	22	0	3	3	0	2			
TOTAL HP			20	FAVORED CLASS	Sorcerer	TOTALS	2	22	0	3	3	0	2

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					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	9	3	6			
WILL	0	0	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	2		1		
RANGED	8	2		6		
CMB	8	2	DEX	6		
CMD	19	-10+	B2B	0	7	DEX

COMBAT NOTES & MODIFIERS						
ARMOR CHECK PENALTY	0					
MAXIMUM DEX	6					
SPELL FAILURE	10%					

FEATS & FEATURES

Race: Elf (Humanoid: Elf) Weapon Focus (longbow) +1 attack
 Elven Immunities: Immune Sleep; +2 vs Enchantment Point Blank Shot +1 attack and damage w/in 30'
 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) Unseelie Pact: If becomes good, switch to Seelie template
 alter self, darkness, magic mouth, sleep plane shift (to Fey Realm) (1/day) Feyblood: Treated as fey
 Skills: +2 bluff, +4 knowledge (nature), stealth, survival 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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longbow	+8+1	1d8+1	20,x3	100	P	3.0	
longsword	+3	1d8+1	19-20,x2		S	4.0	

SKILLS				
	TOTAL	RANKS	ABILITY	TRAINED
* ACROBATICS *	6		6	
* APPRAISE	5		5	
* BLUFF	5		3	2
* CLIMB *	6	2	1	3
* CRAFT: arrows	10	2	5	3
* DIPLOMACY	3		3	
* DISABLE DEVICE *			6	
* DISGUISE	3		3	
* ESCAPE ARTIST *	6		6	
* FLY *	6		6	
* HANDLE ANIMAL	8	2	3	3
* HEAL	0		0	
* INTIMIDATE	8	2	3	3
* KN: nature			5	4
* KN: dungeoneering			5	
* KN: geography			5	
* KN:			5	
* KN:			5	
* KN:			5	
* LINGUISTICS			5	
* PERCEPTION	7	2	0	3
* PERFORM:	3		3	
* PROF: fletcher	5	2	0	3
* RIDE *	11	2	6	3
* SENSE MOTIVE	0		0	
* SLEIGHT OF HAND *			6	
* SPELLCRAFT	12	2	5	3
* STEALTH *	15	2	6	3
* SURVIVAL	9	2	0	3
* SWIM *	6	2	1	3
* USE MAGIC DEVICE			3	
* STR				
* STR				
* STR				
* STR				
* STR				
* STR				

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 2,000 / 5,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 6 = 6 DEX MOD + MISC MOD

HERO SR DR 5/iron

RESISTANCES cold 5

POOL POINTS

