

**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
<b>STR</b>	12	1	12			
<b>DEX</b>	22	6	16	2	4	
<b>CON</b>	12	1	14	-2		
<b>INT</b>	20	5	14	2	4	
<b>WIS</b>	10	0	10			
<b>CHA</b>	16	3	18		-2	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>26</b>	20	2	Ranger	2	22	0	3	3	0	2
	5	1	Sorcerer	0	7	1	0	0	2	1
<b>TOTAL HP</b>			<b>TOTALS</b>	2	29	1	3	3	2	3

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	4	3	1			
<b>REF</b>	9	3	6			
<b>WILL</b>	2	2	0			

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

COMBAT NOTES & MODIFIERS										
ARMOR CHECK PENALTY: 0										
MAXIMUM DEX: --										
SPELL FAILURE: 0%										

**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 Point Blank Shot +1 attack and damage w/in 30'  
 Keen Senses: +2 Perception Precise Shot: shoot into melee w/o penalty  
 Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortbows Eschew Materials - don't need common spell components  
 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
ARMOR Wasp Cape +2	2	0	0	0	Lt	3.0
SHIELD						

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**  
 RANKS TOTAL: 29

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	6		DEX	6	
* APPRAISE	9	1	INT	5	3
* BLUFF	5		CHA	3	2
* CLIMB *	6	2	STR	1	3
* CRAFT: arrows	10	2	INT	5	3
* DIPLOMACY	3		CHA	3	
* DISABLE DEVICE *			DEX	6	
* DISGUISE	3		CHA	3	
* ESCAPE ARTIST *	6		DEX	6	
* FLY *	10	1	DEX	6	3
* HANDLE ANIMAL	8	2	CHA	3	3
* HEAL	0		WIS	0	
* INTIMIDATE	8	2	CHA	3	3
* KN: nature	13	1	INT	5	3
* KN: dungeoneering	9	1	INT	5	3
* KN: geography	9	1	INT	5	3
* KN: arcana	9	1	INT	5	3
* KN:			INT	5	
* KN:			INT	5	
* LINGUISTICS			INT	5	
* PERCEPTION	7	2	WIS	0	3
* PERFORM:	3		CHA	3	
* PROF: fletcher	5	2	WIS	0	3
* RIDE *	11	2	DEX	6	3
* SENSE MOTIVE	0		WIS	0	
* SLEIGHT OF HAND *			DEX	6	
* SPELLCRAFT	12	2	INT	5	3
* STEALTH *	15	2	DEX	6	3
* SURVIVAL	9	2	WIS	0	3
* SWIM *	6	2	STR	1	3
* USE MAGIC DEVICE	7	1	CHA	3	3
* STR			STR		
* STR			STR		
* 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  5,000 / 9,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 6 = 6 DEX MOD + MISC MOD

HERO

SR DR 5/iron

RESISTANCES cold 5

POOL POINTS



