Deartháir David

Dusk Elf (Unseelie Creature) Medium Male 510" 128 black Black

RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYE

AGE ALIGNMENT DEITY DEITY HOMELAND & BACKGROUND OCCUPATION



Pale

LANGUAGES: Elven, Common, Sylvan, Aboleth, Abyssal,	Infernal, Celestial, Draconic	TION				l by Neceros.				oo.com.	Version	1.0.2012	
	HITDOIN	TS			CLA	SS REC	CORI	DER					
STR 12 1 12	CURRENT HP	HP GAINED	HD		NAME	33 KE	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
	$=$ $\mid$ $\circ \circ$	20	2	Ra	nger		2	22	0	3	3	0	2
DEX         22         6         16         2         4	<b>2</b> 6	5	1	Sor	cerer		0	7	1	0	0	2	1
CON 12 1 14 -2												ш	
INT 20 5 14 2 4	NONLETHAL HP DAM												
WIS 10 0 10	TEMPORARY HP												
	TOTAL H	P 26	FAVORED CLASS	Sorcere	r 1	OTALS	2	29	1	3	3	2	3
CHA 16 3 18 -2	CONDITIONS	& MISCELLANEOUS T	RACKING				:	SKIL			F	ANKS OTAL	29
ABILITY SCORE & RACIAL NOTES				*	☐ ACROBATIO	:s +	D	EX 6	_	NKS A	6	RAINED	MISC
ARMOR CLASS TOTAL ARMOR SHIELD DEX	SIZE DODGE NATURAL DEFLECT	MISC TEMP			APPRAISE			NT S	_	1	5	3	
AC 18 = 10 + 2 0 6	SIZE BODGE HATOKAL BETZEEN		ARMOR CHECK PENALTY		☑ BLUFF ☑ CLIMB •		CH CH	TR 6	_	2	3	3	2
			MAXIMUM		CRAFT: am			NT 1	_	2	5	3	
<b>TOUCH</b> 16 = 10+		_	DEX SPELL	==	■ DIPLOMAC ■ DISABLE D		CH D	_	3	_	6		
<b>FLAT-FOOT</b> 12 _ 10 + 2   0   0			FAILURE	0% =	Disguise		CH	_	3		3		
		COMBAT NOTES & MC	DIFIERS		ESCAPE AR	TIST +	D		_	1	6	2	
FORT 4 3 1	MISC TEMP				☑ Fly • ☑ Handle A	NIMAL	D CH	_	_	2	3	3	
					HEAL			ris (	)		0		
REF 9 3 6					✓ INTIMIDAT ✓ KN: nature		CH	1A 8	_	2	5	3	4
WILL 2 2 0					✓ KN: dunge			NT 9	_	1	5	3	
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE MISC				KN: geogra			NT S	_	1	5	3	
MELEE 3 2 1	SIZE MISC				✓ KN: arcana   ✓ KN:	1		NT S	9	1	5	3	
ATTACK MODIFIER 2					■ Kn:			NT			5		
RANGED 8 2 6					LINGUISTI			NT			5		
<b>CMB</b> 8 2 DEX 6					✓ PERCEPTIO → PERFORM:	N	W CH	HA 3	_	2	3	3	2
CMD 19 =10+ B2B DODGE & STD & DEX					■ PROF: fletc	her		ris E	_	2	0	3	
DEX					☑ RIDE • ☑ SENSE MO		D	_	_	2	6	3	
FEAT	S & FEATURES				SENSE MIC			EX (	+		6		
CLASS FEATURES, RACIAL	TRAITS, FEATS, AND CHARACTER FEATURES	havv) 11 atta	al.		SPELLCRAF	т		NT 1	_	2	5	3	2
Race: Elf (Humanoid: Elf)	Weapon Focus (long				☑ Stealth • ☑ Survival			ris (	_	2	6	3	4
Elven Immunities: Immune Sleep; +2 vs Enchantm				30	<b>Z</b> Swim ◆			TR 6	_	2	1	3	•
Keen Senses: +2 Perception	Precise Shot: shoot				USE MAGI		CH	1A 7	_	1	3	3	
Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortb	Eschew Materials - don	't need comm	on spell com	ponenta			STR STR	-	+	_	_	_	
Racial Trait: Darkvision 60'							STR						
Elven Magic: +2 Spell Resistance; +2 Spellcraft	t				) ]		STR	$\perp$	+	_	_		_
Template: Unseelie Creature (AB-291) (extraplanar,	fey)				_		STR						
Low-light vision					MARK A 🗖 TO SE	OW A CLASS !	SKILL. CLA	ASS SKILL NED +	S WITH R	CHECK P	IN A +3	TRAINED I	BONUS.
Unseelie Sight: while invisible, can see other invisible	e fey					RIENCE	[	5	5,000	/	' !	9,000	
Immune to fey illusions					SLOW ME	DIUM M FAS	TU [	BASE	FLY	sw		LIMB	MISC
DR 5/cold iron & resistance cold 5					SPEED			30					
Spell-like: Abilities invisibility (at will)					INIT	6		= [	6	DEX	+ 🗂		MISC MOD
dancing lights, ghost sound, silent image (3/day	) Unseelie Pact: If becon	nes good, swit	ch to Seelie t	emplate	HERO		╡						
alter self, darkness, magic mouth, sleep plane shift (to Fey Realm) (1	<u> </u>			<u> </u>			╡	DR					
Skills: +2 bluff, +4 knowledge (nature), stealth, survival  Faerie Walk: In natural or blighted terrain, Ethereal Jaunt									5/i	ron			
RESISTANCES cold 5													
	OR & WEAPONS				POOL PO	INTS							
ARMOR NAME & DESCRIPTION	AC BONUS 1	0 0		WEIGHT									
ARMOR Wasp Cape +2	2	0 0	0 Lt	3.0									
SHIELD													
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS		MAGE	CRITICAL	RANGE	TYPE	WEIGH.	<u> </u>		АММС	& NOTE	S	_
longbow	+8+1		8+1	20,x3	100	Р	3.0	+					_
longsword	+3	1 1d8	8+1	19-20,x	<u> </u>	S	4.0	+					

FEATS & SPECIAL ABILITIES								CEATO		DECL	AL ADI	LITIES			
NAME			USES/DAY	USED	16				IAME	PECIA	AL ABI	LITTES		USES/DAY	USED
Ranger: HD: d10, skills: 6 + Int Mod					┨╟										
Favored Enemy: Aberration +2 Attack & damage					┨╟										
Track: +lvl/2 to Survival (track)					┨┝										-
Wild Empathy: Improve attitude of wild animal					┨┞										
					⇃⇂										
Sorcerer: HD: d6, skills 2 + Int Mod					↓ L										
Bloodline: Fey (CRB-76)					J L										
Bloodline Power: Laughing Touch - melee touch (no attack for 1 rnd) (3+Cl	na Mo	d/day)			J L										
Bloodline Arcana: spells of compulsion subschool +2	DC														
					IJL										
EQUIPMENT & MAGIC ITEMS	ς Qτ	Y / USES	WGT N/A	WEIGHT	#		E	QUIP	MEN	IT&I	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
					IJL	Wasp C	ape - partial o	conce	almei	nt & m	nelee fo	e takes			
					Ш	2d6 point	ts of swarm dama	age and	d poiso	on from	the was	p swarm,			
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WORN MAGIC ITEM EQUIPMENT							BAGS & CO	NTA	INER						
EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#				CONTAIN	ER				VO	LUME/WEIG	HT LIMIT/NOT	ES		WEIGHT
	$\dashv$														
BODY:	$\dashv$														
CHEST:	$\dashv$														-
EYES:				CIII	DEN	ev/									
FEET:			CARRIE		CARRIE	D WGT N/A	STORED	æ			TREA	SURE CA	ARRIED		WEIGHT
HANDS:	PLAT	INUM													
HEAD:	G	OLD													
HEADBAND:	SIL	_VER													
NECK:	со	PPER									16	ADS &	HET		
RING:								LIGH	HT I	MEDIUM LOAD	HEAVY LOAD	ADS &	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
RING:			C	ARRII	ED WE	IGHT		44	- 1	88	132	N	132	264	660
SHOULDERS:		MOR &	CURRENC		JIPMENT	MISC	TOTAL	0		0		MODIFIED LOAD	0	0	0
WRIST:		0.0	0.0		0.0		10.0	CURR	RENT LO	DAD	LIGHT		EDIUM 🗖	HEA\	 ∨y □
	- 1	0.0	1 0.0		J.J		1	25			TIGH	- 101	-D.O.M.	HEAV	

		SPELLS PER DAY		BLOODLINES & PATRON	SPELLS PER DAY							
CLASS		Sorcerer	LEVEL 1	BLOODLINE/PATRON Fey		CLASS				LEVE	L	
		ABILITY	SPELLS	BLOODLINE/PATRON		L			ABILITY		SPELLS	
13	LEVEL	TOTAL CLASS BONUS	MISC KNOWN 4			SAVE DC	O	TOTAL CLAS	S BONUS	MISC	KNOWN	
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	5th						5th					
	6th			DOMAIN			6th					
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	9th			SPECIALITY		H	9th	= -	$\exists \vdash \vdash$			
CLOSE:		MEDIUM:	LONG:	FOCUSED		CLOSE:		MEDIUM: F		LONG:		
CLOSE: 25FT + SFT / 2 LVL	25	100FT + 10FT / LVL	400FT + 40FT / LVL 440			CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400FT + 40FT / LV	400	
SPELL	TOTAL	CLASS ABILITY OT	HER CURRENT POINTS	PROHIBITED		SPELL	TOTAL	CLASS /	BILITY OTHE	R CL	IRRENT POINTS	
POINTS	0			PROHIBITED		POINTS	0			⅃L		
LEVE	nen			SPELLS		_	47.0	p	****			
O PI	REP USED	Detect Magic - De		е & DESCRIPTION d magic items within 60 ft.	Divinatio		ATION	RANGE	SAVE	SR	REFERENCE	
0		Read Magic - Rea			Divination	on						
0				with 4 HD or less loses its next action.	Enchantme	ent*						
0		Jolt - Deal 1d3 ele	ectrical damage wi	th a ranged touch attack.	Transmuta	tion						
1		Hypnotism Fascin			Enchantme							
1		Shocking Grasp -	Touch delivers 1d	6/level electricity damage (max 5d6).	Evocation	ori						