

Dearthair
 CHARACTER
 Dusk Elf (Unseelie Creature) Medium Male
 RACE & LA SIZE GENDER
 121 Chaotic Neutral Count Ranaic 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	20	5	18		2	

HITPOINTS		
CURRENT HP	HP GAINED	HD
68	20	2
	40	8
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	68	FAVORED CLASS Sorcerer

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Ranger	2	22	0	3	3	0	2		
Sorcerer	4	56	8	2	2	6	8		
TOTALS	6	78	8	5	5	6	10		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	3	0	6				2	
TOUCH	16	-10+			6					
FLAT-FOOT	13	-10+	3	0	0					

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	5	1			
REF	11	5	6			
WILL	6	6	0			

COMBAT NOTES & MODIFIERS
 second attack @ +1 BAB

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	6		1		
RANGED	12	6		6		
CMB	12	6	DEX	6		
CMD	23	-10+	B6B	0	7	DEX

SKILLS						RANKS TOTAL	78
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
* ACROBATICS *	DEX 6		6				
* APPRAISE	INT 9	1	5	3			
* BLUFF	CHA 7		5		2		
* CLIMB *	STR 6	2	1	3			
* CRAFT: arrows	INT 17	9	5	3			
* DIPLOMACY	CHA 5		5				
* DISABLE DEVICE *	DEX		6				
* DISGUISE	CHA 5		5				
* ESCAPE ARTIST *	DEX 6		6				
* FLY *	DEX 17	8	6	3			
* HANDLE ANIMAL	CHA 10	2	5	3			
* HEAL	WIS 0		0				
* INTIMIDATE	CHA 10	2	5	3			
* KN: nature	INT 13	1	5	3	4		
* KN: dungeoneering	INT 9	1	5	3			
* KN: geography	INT 9	1	5	3			
* KN: arcana	INT 16	8	5	3			
* KN:	INT		5				
* KN:	INT		5				
* LINGUISTICS	INT		5				
* PERCEPTION	WIS 14	9	0	3	2		
* PERFORM:	CHA 5		5				
* PROF: fletcher	WIS 5	2	0	3			
* RIDE *	DEX 11	2	6	3			
* SENSE MOTIVE	WIS 0		0				
* SLEIGHT OF HAND *	DEX		6				
* SPELLCRAFT	INT 19	9	5	3	2		
* STEALTH *	DEX 22	9	6	3	4		
* SURVIVAL	WIS 9	2	0	3	4		
* SWIM *	STR 6	2	1	3			
* USE MAGIC DEVICE	CHA 16	8	5	3			

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'	Rapid Shot - Fire one add'l shot/rnd @ -2
Elven Magic: +2 Spell Resistance; +2 Spellcraft	Many Shot - shoot two arrows w/ first attack of round
Template: Unseelie Creature (AB-291) (extraplanar, fey)	Far Shot - reduced long-range penalty
Low-light vision	Improved Initiative +4
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 Improved Glamerd Wasp Cape +3	3	0	0	0	Lt	3.0
SHIELD						

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 105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					
INIT 10	=	6	DEX MOD	+	4
HERO					
SR					
DR 5/iron					
RESISTANCES cold 5					
POOL POINTS					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
composite longbow of the fey +3	+12+1+3	1d8+1+3	19-20,x3	100	P	3.0	
longsword +3	+7+3	1d8+1+3	19-20,x2		S	4.0	
bleeding arrows +2	+2	+2 +2 bleed					

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					8
16	1st	8	6	2		5
17	2nd	7	6	1		3
18	3rd	6	5	1		2
19	4th	4	3	1		1
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON
 BLOODLINE/PATRON

DOMAINS

DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
 FOCUSED
 PROHIBITED
 PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment*					
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Message - Whisper conversation at distance.	Transmutation					
1			Hypnotism Fascinates 2d4 HD of creatures.	Enchantment*					
1			Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6).	Evocation					
1			Snowball - Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe.	Evocation					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transmutation					
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.	Evocation					
2			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy					
2			Commune with Birds - You can ask birds a question.	Divination					
2			Hideous Laughter - Subject loses actions for 1 round/level.	Enchantment*					
3			Fireball - 1d6 damage per level, 20-ft. radius.	Evocation					
3			Dispelling Magic - Cancels one magical spell or effect.	Abjuration					
3			Deep Slumber - Puts 10 HD of creatures to sleep.	Enchantment*					
4			Terrible Remorse - Creature is compelled to harm itself.	Enchantment*					