Deirfiúr David

Dusk Elf (Seelie Creature) Medium Female 5'10" 108 black GENDER WEIGHT RACE & LA SIZE HEIGHT HAIR 121 Magdh the Three (TFW 28) Evergrove, the First World Chaotic Neutral



AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUPATION		ROLE	PLA	AY IUO	ig g		DE/	O	
LANGUAGES: Elven, Common, Sylvan, Aklo, First Speech, Info	ernal, Celestial		Original by Neceros. Mo	odified by	abellius@y	ahoo.com	n. Version	1.0.2012		
		CLASS RECORDER								
STR 12 1 12 1	CURRENT HP HP GAINED HD 72 10		ASS NAME E		ILL FC HP		REF 3	WILL 7	LEVELS	
DEX 20 5 14 2 4	117 35 5			3 3	-	2	2	3	5	
CON 10 0 12 -2										
INT 18 4 16 2	NONLETHAL HP DAM									
wis 12 1 10 2	TEMPORARY HP			\perp		\perp				
CHA 28 9 18 10	TOTAL HP 117 FAVOR CLASS		e TOTALS 1	10 11	10 10	5	5	10	15	
ABILITY SCORE &	CONDITIONS & MISCELLANEOUS TRACKING	:				RANKS	ABILITY T	RANKS TOTAL RAINED	110 міsc	
RACIAL NOTES ATTACKS	& DEFENSE		*☑ ACROBATICS • *□ Appraise	DEX	9	1	5 4	3		
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE	DODGE NATURAL DEFLECT MISC TEMP		*☑ BLUFF	СНА	13	1	9	3		
AC 29 = 10+ 7 0 5	1 2 4 ARM	PENALTY 0	⊹ □ Climb •	STR	1		1			
TOUCH 22 =10+	2 4	MAXIMUM 99	★☑ CRAFT: ★☑ DIPLOMACY	CHA	15 15	3	9	3		
			DISABLE DEVICE +	DEX	15	3	5	3		
FLAT-FOOT 28 -10+ 7 0 0	2 9	FAILURE 10%	*□ DISGUISE	СНА	9		9			
	second attack @ +5 BAB	*	*☐ ESCAPE ARTIST ◆	DEX	5		5			
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC	TEMP SECOND ANACK @ +3 BAB		*□ FLY • ☑ HANDLE ANIMAL	DEX CHA	5 14	2	5 9	3		
FORT 5 5 0			*☑ HEAL	WIS	18	10	1	3	4	
REF 16 5 5 2 4			∗ Intimidate	СНА	15	3	9	3		
WILL 11 10 1			✓ KN: nature	INT	17	6	4	3	4	
WIZE II 10 I		6	✓ KN: history ✓ KN: planes	INT	12 22	5 15	4	3		
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE	міѕс		✓ KN: religion	INT	12	5	4	3		
MELEE 11 10 1 1			☐ Kn:	INT			4			
RANGED 15 10 5			□ Kn:	INT	ш		4	\rightarrow		
ATTACK MODIFIER 13 10 3		☐ LINGUISTICS *☑ PERCEPTION	INT WIS	25	15	1	3	6		
CMB 19 10 CHA 9								1		
CMD 29 =10+ MB DOG E & STA &			☑ Prof:	WIS	5	1	9	3		
			*□ RIDE •	DEX	5		5			
SEATS &	FEATURES			WIS DEX	16	15	5			
CLASS FEATURES, RACIAL TRAITS	FEATS, AND CHARACTER FEATURES		✓ SPELLCRAFT	INT	24	15	4	3	2	
Race: Elf (Humanoid: Elf)	feat: extra revelation (x2)		*□ STEALTH •	DEX	5		5			
Dreamspeaker: +1 DC divination & sleep; dream (1/day)	Improved Initiative +4 (x2)		*☑ SURVIVAL *☑ SWIM •	WIS STR	13	5	1	3	4	
Keen Senses: +2 Perception	Deific Obedience (Magdh the Three)		☐ USE MAGIC DEVICE	СНА			9			
Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortbows	Dodge +1 AC		□ ST		\vdash	_				
Racial Trait: Darkvision 60'	Toughness + 1 hp/lvl		ST ST		\vdash					
Elven Magic: +2 Spell Resistance; +2 Spellcraft	Fleet +5 move		□ ST	rR						
TemplateSeelie Creature (AB-253) (extraplanar, fey)			□ ST		\Box					
			MARK A TO SHOW A CLASS SKII		SKILLS WITE	H RANKS C	SAIN A +3	TRAINED	BONUS	
Low-light vision Seelie Sight: identify seelie/unseelie, see Faerie Walk			* SKILL CAN BE USED UI	NTRAINED	+ ARMC	OR CHECK	PENALTY A	APPLIES		
Charmed Life: +4 saves vs illusion & compulsion			SLOW MEDIUM 2 FAST		635,0			90,00 CLIMB	міѕс	
DR 5/cold iron & resistance cold 5	-		SPEED		5	1	WIM C	LIMB	мізс	
Spell-like: Abilities invisibility (at will)	-		INIT 13	= =	5	DEX MOD	+		MISC MOD	
dancing lights, ghost sound, silent image, speak w/ animals, speak w/ plants (3/day)	seelie template	HERO	╗							
alter self, quench, magic mouth, sleep, plane shift (to Fey Realm) (1/day)	Feyblood: Treated as fey		SR		DR 5	i/iron				
Skills: +4 perception, knowledge (nature), heal, survival	Faerie Walk: In natural or blighted terrain,	Ethereal Jaunt	RESISTANCES cold	 5					一	
ARMOR &	WEAPONS		POOL POINTS	Ť					〓	
ARMOR NAME & DESCRIPTION	AC BONUS MAX DEX PENALTY SPELL FAI								_	
ARMOR Fey Armor of Magdh +3	7 99 0 10	Lt 15.0								
SHIELD										
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS DAMAGE	CRITICA	L RANGE TYPE W	VEIGHT		АММ	IO & NOTE	s		

	FEATS & SPECIAL ABILITIES						F	EATS &	SPECI	AL ABILI	TIES			
Or	racle: HD: d8, skills: 4 + Int Mod		USES/DAY	USED	7 [Curoo Effo	ct: Speed is no	NAMI			0		USES/DAY	USED
\vdash	eapon & Armor Prof: All Simple; Light & Medium Armor &	Shiolds			-1 F		oon (Su): Cure spells				e temp (F	5 minutes)		-
-		Silielus			$\dashv \vdash$	ouch of the M	oon (Su). Cure spens	s are emp	owered , bi	ut extra rip ar	e temp (5	minutes)		-
-	acle Mystery: Lunar (Blood of the Moon) acle's Curse: Lame: reduce move by 10				┨┠									
-		v Coves			┨┞									
\vdash	ophetic Armor (Ex): Use Cha not Dex for AC & Reflex	x Saves			┨┠									
-	ponlit Script (Su): Sleep-writing as Commune				┨┞									
\vdash	urse Effect: Immune to the fatigued condition				┨┞									-
-	ponlight Bridge (Su): 10'/lvl				┨┠									
-	ponbeam (Su): ranged touch attack w/in 30' 1d6 +1/2	Ivl dam			┨┠									
- a	nd blinded for one round (Fort save) (Cha Mod/day)				IJ L									
	EQUIPMENT & MAGIC ITEMS						EC	OUIPM	ENT &	MAGIC IT	EMS			
Ж	Prestige Class: Fey Sworn (TFW-8)	QTY / USES	WGT N/A	WEIGHT	. 8	€ Ping of	Deflection +2	ITEM				QTY / USES	WGT N/A	WEIGHT
H	HD: d8 skills 2+Int Mod	+			┨╟	King of	Dellection +2 /	AC						
_					┨┞			. 0. 1 41-		/1 - 1 - 1 . 7	7.40			
L	Weapon Prof: Scythe				┨┞		nor of Magdh +				AC)			
_	Feymarked - upon death, immediately resurrected in the First World	<u>'</u>			┨┞		Beyond Time +:		Reflex	saves				
_	- immune to charm, hold, dominate (et al. as fey)				┨┞	- No Ma	ax Limit on Dex	K Mod						
_	Obedience: perform daily obedience				┨┞	<u> </u>								
	Breacher: Know direction of closest breach to First World				┧┟		cles of Secret h							
	Feyskinned: DR 10/cold iron (Ivl min/day)				╛┟	- Identify	3/day, augury 2/d	lay, claira	udience/d	clairvoyance	₃ 1/day			
	Boon #1: Secret Knowledge- Identify 3/day,				╛┟	- see in	visibility (at will	l)						
	- augury 2/day, or clairaudience/clairvoyance 1/day	'			╛┟									
	Summon Fey - as per Summon Monster IV				╛┟	Charisr	natic Longbow	+3						<u> </u>
	- 1 ekekeh, 1 satyr, 1d3 nuglub gremlins, 1d4+1 fauns				╛┟	- use C	ha for attack a	nd dam	age bon	nus				
	Alien Mind: +4 Ability & mind-affecting saves (Ivl rnd/day)	ı			╛┟									
	Plane Swap: transport self+lvl others to First World or back (1/day)	ı			IJ L									
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	CHEST:													
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<u> </u>	NECK:	COPPER			+			Henr	MEDITIE	LOA	DS & I		LIFT OFF	DRAG &
_	RING:							LIGHT	LOAD QQ	LOAD	N	HEAD 132	GROUND	PUSH
_	RING:	ARMOR &				EIGHT	TOTAL	44	88		MODIFIED		264	660
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O LEVEL	PREP	USED	Detec	t Magi	c - Det	tects all	spells		e & DESCRIPTIO		thir	n 60 ft.	Divina		D	URATION	R	ANGE		SAVE	SR	REFERE	ENCE
0				Detect Magic - Detects all spells and magic items within 60 ft. Read Magic - Read scrolls and spellbooks.										tion							1		
0			Create Water: Creates 2 gallons/level of pure water.											ation							1		
0				Guidance: +1 on one attack roll, saving throw, or skill check.																			
0			Purify Food and Drink: Purifies 1 cu. ft./level of food or water											tatior	1								
0			Mending: Makes minor repairs on an object											tatior	1								
0			Resistance: Subject gains +1 on saving throws										Abjura	tion									
0			Detec	Detect Poison: Detects poison in one creature or object.										tion									
0			Virtue: Subject gains 1 temporary hp.										Transmu	tatior	1								
1			· ·									nd written languages.	Divina	tion								<u> </u>	
1											e r	olls, saves, and checks.	Necrom	<u> </u>	+							—	
1									oeak inte				Enchant		t							<u> </u>	
1									age + 1/le			·	Conjura										
1									eatures, s	pells, or	obj	jects of selected alignment.	Divina										
1			Obsc	uring M	list: Fo	g surro	unds yo	ou.					Conjura	ation					-				
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2												nd) & fatigues	Conjura		+						+		
2			_						Cha for			pairs 1d4 ability damage	Transmu		'				+		_		
2												on against selected alignment.	Abjura								+		
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3			Blindr	ness/D	eafnes	s - Mal	ree eur	niect	t blinded	or deaf	ene	ed.	Necrom	ancv	,								
3								_				60% chance of losing each action	Necrom						+				
3							-		one ques				Necrom						+		+		
3			-						n Will sav				Enchant		_				+		+		
3									es affectir				Conjura		-		1		+		+		
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4			Dismi	ssal - F	Forces	a creat	ure to r	retur	rn to nati	ve plan	<u>е</u> .		Abjura	tion					+				_
4									mage + 1			ax +20).	Conjura						+		+		
4													Enchant		t						+		
4				Ferrible Remorse - Creature is compelled to harm itself. Moonstruck - cause target to become a beast, dazed 1 rnd, then drops weapon for bite/claw											+						_		

Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject. Conjuration

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			SPELLS			·	×		
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Slay Living - Touch attack deals 12d6 + 1 per level.	Necromancy					
5			Aspect of the Wolf - gain wolf traits, +4 Str & Dex, scent	Transmutation					
5			Command, Greater: - As command, but affects one subject/level.	Enchantment					
5			Flame Strike - 10' rad, 40' high 15dt6 damage, half fire half divine	Evocation					
6			Geas/Quest - As lesser geas, but affects any creature.	Enchantment					
\vdash									
6			Planar Ally - As lesser planar ally, but up to 12 HD.	Conjuration					
6			Litany of Madness - Target is confused until successful will save	Enchantment					
7			Destruction - 10 hp/lvl dam, if killed subject's remains destroyed, save 10d6 dam	Necromancy					
7			Lunar Veil - cause lunar eclipse, grows dark & lycanthropes revert to human form	Illusion					
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