

Deirfiúr
 CHARACTER: **Dusk Elf (Seelie Creature)** Medium Female
 RACE & LA: **121** Chaotic Neutral **Magdh the Three (TFW 28)**
 AGE: **121** ALIGNMENT: **Chaotic Neutral** DEITY: **Magdh the Three (TFW 28)**
 David
 PLAYER: **5'10"** **108** **black** **Ice Blue/Black** **Pale**
 HEIGHT WEIGHT HAIR EYES SKIN
Evergrove, the First World
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: **Elven, Common, Sylvan, Aklo, First Speech, Infernal, Celestial**



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	20	5	14	2	4	
CON	10	0	12	-2		
INT	18	4	16	2		
WIS	12	1	10		2	
CHA	28	9	18		10	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
117	72	10	Oracle	7	80	10	3	3	7	10
	35	5	Fey Sworn	3	30	0	2	2	3	5
TOTAL HP	117		Oracle	TOTALS	10	110	10	5	5	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	29	-10+	7	0	5	1		2	4	
TOUCH	22	-10+			5	1		2	4	
FLAT-FOOT	28	-10+	7	0	0			2	9	

SKILLS					RANKS TOTAL	110
TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> ACROBATICS *	DEX	9	1	5	3	
<input type="checkbox"/> APPRAISE	INT	4		4		
<input checked="" type="checkbox"/> BLUFF	CHA	13	1	9	3	
<input type="checkbox"/> CLIMB *	STR	1		1		
<input checked="" type="checkbox"/> CRAFT:	INT	15	8	4	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	15	3	9	3	
<input type="checkbox"/> DISABLE DEVICE *	DEX			5		
<input type="checkbox"/> DISGUISE	CHA	9		9		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	5		5		
<input type="checkbox"/> FLY *	DEX	5		5		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	14	2	9	3	
<input checked="" type="checkbox"/> HEAL	WIS	18	10	1	3	4
<input checked="" type="checkbox"/> INTIMIDATE	CHA	15	3	9	3	
<input checked="" type="checkbox"/> KN: nature	INT	17	6	4	3	4
<input checked="" type="checkbox"/> KN: history	INT	12	5	4	3	
<input checked="" type="checkbox"/> KN: planes	INT	22	15	4	3	
<input checked="" type="checkbox"/> KN: religion	INT	12	5	4	3	
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> LINGUISTICS	INT			4		
<input checked="" type="checkbox"/> PERCEPTION	WIS	25	15	1	3	6
<input type="checkbox"/> PERFORM:	CHA	9		9		
<input checked="" type="checkbox"/> PROF:	WIS	5	1	1	3	
<input type="checkbox"/> RIDE *	DEX	5		5		
<input type="checkbox"/> SENSE MOTIVE	WIS	16	15	1		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			5		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	24	15	4	3	2
<input type="checkbox"/> STEALTH *	DEX	5		5		
<input checked="" type="checkbox"/> SURVIVAL	WIS	13	5	1	3	4
<input type="checkbox"/> SWIM *	STR	1		1		
<input type="checkbox"/> USE MAGIC DEVICE	CHA			9		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	5	5	0			
REF	16	5	5	2	4	
WILL	11	10	1			

second attack @ +5 BAB



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	11	10	1			
RANGED	15	10	5			
CMB	19	10	CHA	9		
CMD	29	-10+	10	3	6	

FEATS & FEATURES
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Elf (Humanoid: Elf) feat: extra revelation (x2)
 Dreamspeaker: +1 DC divination & sleep; dream (1/day) Improved Initiative +4 (x2)
 Keen Senses: +2 Perception Deific Obedience (Magdh the Three)
 Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortbows Dodge +1 AC
 Racial Trait: Darkvision 60' Toughness + 1 hp/lvl
 Elven Magic: +2 Spell Resistance; +2 Spellcraft Fleet +5 move
 Template: Seelie Creature (AB-253) (extraplanar, fey)
 Low-light vision
 Seelie Sight: identify seelie/unseelie, see Faerie Walk
 Charmed Life: +4 saves vs illusion & compulsion
 DR 5/cold iron & resistance cold 5
 Spell-like: Abilities invisibility (at will)
 dancing lights, ghost sound, silent image, speak w/ animals, speak w/ plants (3/day)
 alter self, quench, magic mouth, sleep, plane shift (to Fey Realm) (1/day)
 Skills: +4 perception, knowledge (nature), heal, survival
 Faerie Walk: In natural or blighted terrain, Ethereal Jaunt

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 **635,000 / 890,000**

SPEED				
BASE	FLY	SWIM	CLIMB	MISC
25				
INIT	13	=	5	DEX MOD + 8 MISC MOD
HERO				
SR		DR	5/iron	
RESISTANCES	cold 5			
POOL POINTS				

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Fey Armor of Magdh +3	7	99	0	10	Lt	15.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Charismatic Longbow +3	+15+3+3	1d8+9+3	20,x3	100	P	3.0	
longsword +3	+11+3	1d8+1+3	19-20,x2		S	4.0	

SPELLS PER DAY

CLASS	Oracle				LEVEL	14
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
18	0					9
19	1st	8	6	3		5
20	2nd	8	6	2		5
21	3rd	8	6	2		4
22	4th	7	5	2		4
23	5th	4	3	2		3
	6th			1		2
	7th			1		1
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL **60** MEDIUM: 100FT + 10FT / LVL **240** LONG: 400FT + 40FT / LVL **960**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

BLOODLINES & PATRONS

BLOODLINE/PATRON **Revelation: Lunar**

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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

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			Create Water: Creates 2 gallons/level of pure water.	Conjuration					
0			Guidance: +1 on one attack roll, saving throw, or skill check.	Divination					
0			Purify Food and Drink: Purifies 1 cu. ft./level of food or water	Transmutation					
0			Mending: Makes minor repairs on an object	Transmutation					
0			Resistance: Subject gains +1 on saving throws	Abjuration					
0			Detect Poison: Detects poison in one creature or object.	Divination					
0			Virtue: Subject gains 1 temporary hp.	Transmutation					
1			Comprehend Languages: You understand all spoken and written languages.	Divination					
1			Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Necromancy					
1			Fumbletongue - target is unable to speak intelligibly	Enchantment					
1			Cure Light Wounds: Cures 1d8 damage + 1/level (max +5)	Conjuration					
1			Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.	Divination					
1			Obscuring Mist: Fog surrounds you.	Conjuration					
2			Darkness: 20-ft. radius of supernatural shadow	Evocation					
2			Silence: Negates sound in 20-ft. radius	Illusion					
2			Dust of Twilight - extinguishes torches, light spells (< 2nd) & fatigues	Conjuration					
2			Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.	Transmutation					
2			Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage	Conjuration					
2			Protection from Law, Communal - +2 to AC & saves, & more protection against selected alignment.	Abjuration					
3			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy					
3			Bestow Curse: Bestow Curse -6 ability; -4 attack, saves, and checks; or 50% chance of losing each action	Necromancy					
3			Speak with Dead - Corpse answers one question/two levels.	Necromancy					
3			Rage: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.	Enchantment					
3			Remove Disease - Cures all diseases affecting subject.	Conjuration					
4			Dismissal - Forces a creature to return to native plane.	Abjuration					
4			Cure Critical Wounds Cures 4d8 damage + 1/level (max +20).	Conjuration					
4			Terrible Remorse - Creature is compelled to harm itself.	Enchantment					
4			Moonstruck - cause target to become a beast, dazed 1 rnd, then drops weapon for bite/claws	Enchantment					
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration					

