

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
STR	12	1	12			
DEX	26	8	16	2	4	4
CON	12	1	14	-2		
INT	20	5	14	2	4	
WIS	10	0	10			
CHA	22	6	18		4	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
113	20	2	Ranger	2	22	0	3	3	0	2
	40	8	Sorcerer	4	56	8	2	2	6	8
	45	5	Arcane Archer	5	45	0	3	3	2	5
TOTAL HP	113		TOTALS	11	123	8	8	8	8	15

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	3	0	8				2	
TOUCH	18	-10+			8					
FLAT-FOOT	13	-10+	3	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	8	1			
REF	16	8	8			
WILL	8	8	0			

second attack @ +6 BAB
 third attack @ +1 BAB

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	12	11		1		
RANGED	19	11		8		
CMB	19	11	DEX	8		
CMD	30	-10+	11	9		

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	8		8		
<input checked="" type="checkbox"/> APPRAISE	10	2	5	3	
<input checked="" type="checkbox"/> BLUFF	13	2	6	3	2
<input checked="" type="checkbox"/> CLIMB	6	2	1	3	
<input checked="" type="checkbox"/> CRAFT: arrows	22	14	5	3	
<input checked="" type="checkbox"/> DIPLOMACY	6		6		
<input type="checkbox"/> DISABLE DEVICE			8		
<input type="checkbox"/> DISGUISE	6		6		
<input type="checkbox"/> ESCAPE ARTIST	8		8		
<input checked="" type="checkbox"/> FLY	24	13	8	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	11	2	6	3	
<input checked="" type="checkbox"/> HEAL	5	2	0	3	
<input type="checkbox"/> INTIMIDATE	13	4	6	3	
<input checked="" type="checkbox"/> KN: nature	14	2	5	3	4
<input checked="" type="checkbox"/> KN: dungeoneering	10	2	5	3	
<input checked="" type="checkbox"/> KN: geography	10	2	5	3	
<input checked="" type="checkbox"/> KN: arcana	21	13	5	3	
<input type="checkbox"/> KN:			5		
<input type="checkbox"/> KN:			5		
<input type="checkbox"/> LINGUISTICS			5		
<input checked="" type="checkbox"/> PERCEPTION	19	14	0	3	2
<input type="checkbox"/> PERFORM:	6		6		
<input checked="" type="checkbox"/> PROF: fletcher	5	2	0	3	
<input checked="" type="checkbox"/> RIDE	13	2	8	3	
<input type="checkbox"/> SENSE MOTIVE	0		0		
<input type="checkbox"/> SLEIGHT OF HAND			8		
<input checked="" type="checkbox"/> SPELLCRAFT	24	14	5	3	2
<input checked="" type="checkbox"/> STEALTH	29	14	8	3	4
<input checked="" type="checkbox"/> SURVIVAL	9	2	0	3	4
<input checked="" type="checkbox"/> SWIM	6	2	1	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	22	13	6	3	
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

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

Race: Elf (Humanoid: Elf)
 Elven Immunities: Immune Sleep; +2 vs Enchantment
 Keen Senses: +2 Perception
 Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortbows
 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)
 alter self, darkness, magic mouth, sleep plane shift (to Fey Realm) (1/day)
 Skills: +2 bluff, +4 knowledge (nature), stealth, survival

Weapon Focus (longbow) +1 attack
 Point Blank Shot +1 attack and damage w/in 30'
 Precise Shot: shoot into melee w/o penalty
 Eschew Materials - don't need common spell components
 Rapid Shot - Fire one add'l shot/rnd @ -2
 Many Shot - shoot two arrows w/ first attack of round
 Far Shot - reduced long-range penalty
 Improved Initiative +4
 Clustered Shots* - total all arrows for rnd before applying DR
 Focused shot - add Int Mod to arrow damage
 Disrupting Shot* - disrupt spellcaster w/ shot
 Unseelie Pact: If becomes good, switch to Seelie template
 Feyblood: Treated as fey
 Faerie Walk: In natural or blighted terrain, Ethereal Jaunt

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Improved Glamerd Wasp Cape +3	3	0	0	0	Lt	3.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
composite longbow of the fey +3	+19+1+3	1d8+1+3+5	19-20,x3	100	P	3.0	
longsword +3	+12+3	1d8+1+3	19-20,x2		S	4.0	
bleeding arrows +2	+2	+2 +2 bleed					

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		BASE	FLY	SWIM	CLIMB	MISC
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	635,000	/	890,000	
SPEED	30					
INIT	12	=	8	DEX MOD	+	4
HERO						
SR						
DR	5/iron					
RESISTANCES	cold 5					
POOL POINTS						

SPELLS PER DAY

CLASS	Sorcerer		LEVEL	11		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0					9
17	1st	8	6	2		5
18	2nd	8	6	2		5
19	3rd	7	6	1		4
20	4th	7	6	1		3
21	5th	5	4	1		2
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **210** LONG: 400FT + 40FT / LVL **840**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

BLOODLINES & PATRONS

BLOODLINE/PATRON **Fey**
 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			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					
0			Ghost Sound - Figment sounds.	Illusion					
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*					
2			Anti-Summoning Shield - impedes summoning spells	Abjuration					
2			Cat's Grace Subject gains +4 to Dex for 1 min./level.	Transmutation					
3			Fireball - 1d6 damage per level, 20-ft. radius.	Evocation					
3			Dispel Magic - Cancels one magical spell or effect.	Abjuration					
3			Deep Slumber - Puts 10 HD of creatures to sleep.	Enchantment*					
3			Lightning Bolt - Electricity deals 1d6/level damage.	Evocation					
3			Fly - Subject flies at speed of 60 ft.	Transmutation					
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.	Evocation					
4			Terrible Remorse - Creature is compelled to harm itself.	Enchantment*					
4			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration					
5			Cloudkill - Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	Conjuration					
5			Symbol of Sleep - Triggered rune puts nearby creatures into catatonic slumber.	Enchantment*					