David Deartháir

Dusk Elf (Unseelie Creature) Medium Male GENDER RACE & LA SIZE 121 Chaotic Neutral Count Ranalc the Traitor (TFW 18)

5'10" HEIGHT Evergrove, the First World

128 WEIGHT

black HAIR

Pale

LANGUAGES: Elven, Common, Sylvan, Aboleth, Abyssal, Infernal, Celestial, Draconic  Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012																
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP							CLASS RECORDER									
STR 12 1 12	CURRENT		НРС	GAINED	НД		_	ASS NAME		ВАВ	SKILL	FC HPS		REF	WILL	LEVELS
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ABILITY SCORE & RACIAL NOTES								*□ ACROBATIC	s •		TO		ANKS A	BILITY T	TOTAL RAINED	MISC
	KS & DEFENSE							★☑ APPRAISE			_	0	2	5	3	
	SIZE DODGE NATURAL	DEFLECT	MISC	TEMP	ARM	OR CHECK		* BLUFF				3	2	6	3	2
AC 23 -10+ 3 0 8			2			PENALTY		* CLIMB ◆  * CRAFT: arro	ws		_	6	14	5	3	_
<b>TOUCH</b> 18 = 10+						MAXIMUM DEX		⋆□ DIPLOMACY		CI		6		6		
<b>FLAT-FOOT</b> 13 =10+ 3 0 0						SPELL FAILURE	0%	☐ DISABLE DE	VICE +		EX		_	8		
		۔۔۔۔ا	COMBAT NO	OTES & MOI	DIFIERS	TAILORE		<ul><li>*□ DISGUISE</li><li>*□ ESCAPE ART</li></ul>	IST +		_	6 <b> </b> 8 <b> </b>	-	8		_
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE N	MISC TEMP SECONO	d attack	@ +6	BAB	_			*☑ FLY •				_	13	8	3	
FORT 9 8 1	third a	ttack @	+1 BA	ιB				☑ HANDLE AN	IIMAL		_	1	2	6	3	
	===	]					★☑ HEAL  ★☑ INTIMIDATE			_	5	2 4	6	3		
	REF 16 8 8			✓ KN: nature	:			4	2	5	3	4				
WILL 8 8 0				☑ KN: dunged	neering	11	NT 1	0	2	5	3					
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE MISC							✓ KN: geogra	phy		_	0	2	5	3	_	
MELEE 12 11 1								☑ KN: arcana ☐ KN:			NT 2	21	13	5	3	
ATTACK MODIFIER	⊣⊢-							☐ Kn:			NT			5		
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смв 19 11 DEX 8								★☑ PERCEPTION  ★☑ PERFORM:	۷			6	14	6	3	2
CMD 30 =10+ BAB DOPER STOR								☑ PROF: fletch	ner		_	5	2	0	3	
GIND 30 = 10+ PFIP DENECT DEX								* <b>☑</b> RIDE •			_	3	2	8	3	
EFAT	S & FEATURES							SENSE MOT			VIS (	0		8		-
	TRAITS, FEATS, AND CHARACTER FE	EATURES						✓ SPELLCRAFT			_	24	14	5	3	2
Race: Elf (Humanoid: Elf)	Weapon Focu	us (longl	bow) +	1 atta	ck			<b>*</b> ■ STEALTH •		D	_	_	14	8	3	4
Elven Immunities: Immune Sleep; +2 vs Enchantme	ent Point Blank S	Shot +1 a	attack a	and da	amaç	ge w/in	30'	*☑ SURVIVAL  *☑ SWIM •			_	9 6	2	0	3	4
Keen Senses: +2 Perception	Precise Shot:	shoot i	into me	elee w	/o pe	enalty		✓ USE MAGIC	DEVICE		_		13	6	3	
Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortbo	ows Eschew Materia	als - don'	't need	commo	on sp	ell com	ponents			STR						
Racial Trait: Darkvision 60'		Rapid Shot - Fire one add'l shot/rnd @ -2							STR	$\perp$	_	_		_		
		Many Shot - shoot two arrows w/ first attack of round							STR STR							
Elven Magic: +2 Spell Resistance; +2 Spellcraft		<b>-</b>							STR							
Template: Unseelie Creature (AB-291) (extraplanar, f	rey) <u>Far Shot - red</u>	Far Shot - reduced long-range penalty					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									
Low-light vision Improved Initiative +4							MARK A ☐ TO SH * SKILL	OW A CLASS S CAN BE USED	UNTRAI	NED (	ARMOR	RANKS G.	PENALTY	TRAINED APPLIES	BONUS.	
Unseelie Sight: while invisible, can see other invisible fey  Clustered Shots* - total all arrows for rnd before applying						lying DR	EXPER	RIENCE	, Γ	63	35,00	00 /	8	90,00	0	
Immune to fey illusions Focused shot - add Int Mod to arrow dama					amage	<del></del>	SLOW WED	TAS		BASE	FLY	/ SV	им .	CLIMB	MISC	
DR 5/cold iron & resistance cold 5 Disrupting Shot* - disru				rupt spellcaster w/ shot					[	30						
Spell-like: Abilities invisibility (at will)				init 1				12	2	=	8	DEX MOD	+ [	4	MISC MOD	
dancing lights, ghost sound, silent image (3/day)  Unseelie Pact: If becomes good, s				d, swite	ch to	Seelie te	emplate	HERO		$\neg$			·			
alter self, darkness, magic mouth, sleep plane shift (to Fey Realm) (1/day) Feyblood: Treated as fey								SR		۲ì	DR	5/	iron			
Skills: +2 bluff, +4 knowledge (nature), stealth, survi	ival Faerie Walk: Ir	Faerie Walk: In natural or blighted terrain, Ethereal Jaunt														
APMO	R & WEAPONS							POOL POI	_	<u> </u>	_					
ARMOR NAME & DESCRIPTION		AC BONUS M					WEIGHT	GOE FOI		1						
ARMOR Improved Glamered Wasp Cape +3		3	0	0	0	Lt	3.0									
SHIELD																
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	5		DAM	AGE		CRITICA	AL RANGE	TYPE	WEIGH	т		АММ	0 & NOTE	S	
composite longbow of the fey +3	+19+1+3	+19+1+3 1d8+1+3+5 `19-20				`19-20	,x3 100	Р	3.0	Т						
languaged 12	11212			1401			10.20			4.0	+					-

	FEATS & SPECIAL ABILITIES				FEATS & SPECIAL ABILITIES								
Da	NAME		USES/DAY	USED	٦Г			NAMI	E			USES/DAY	USED
Ranger: HD: d10, skills: 6 + Int Mod Favored Enemy: Aberration +2 Attack & damage					$\dashv \vdash$							+	-
-	ack: +lvl/2 to Survival (track)				$\dashv \vdash$							$\vdash$	-
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VVI	ld Empathy: Improve attitude of wild animal				$\dashv \vdash$							$\vdash$	-
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$\vdash$	rcerer: HD: d6, skills 2 + Int Mod				┨┝								
Blo	podline: Fey (CRB-76)				┙┝							—	
Blo	odline Power: Laughing Touch - melee touch (no attack for 1 rnd) (3+Cha	a Mod/day)			┙┝								
-	podline Arcana: spells of compulsion subschool +2 D				╛┕							↓	
Wo	podland Stride: Move through underbrush at speed w/o	damage			╛┖							$\bot$	
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H	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	. #			ITEM		MAGIC ITEN	QTY / USES	WGT N/A	WEIGHT
	Prestige Path: Arcane Archer				╛┕	Improve	d Glamered V	Vasp Ca	ape +3			$oxed{oxed}$	
	HD: d10 skills: 4 + Int Mod				╛┕	partial	concealment 8	k melee	foe take	es			
	Enhance arrows				IJ L	2d6 point	s of swarm dama	ge and po	oison from	the wasp swar	m,		
	magic: All non-magical arrows become +1				⅃ L	Glamere	ed - can appea	ar as stu	ıdded le	ather armor			
	elemental: add flaming, frost or shock to arrows				IJL								
	distance: add distance to arrows (doubles range)					compos	ite longbow of	the fey	+3				
	Imbue Arrow (Su) - imbue arrow w/ spell				7 [	- improv	ed critical - do	oubles c	ritical th	reat range			
	Seeker Arrow (Su) - arrow travels to target, even around corners (1/day)				7 [								
					7 F	longswo	ord +3					<u> </u>	
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Н					┪┢	bleeding	g arrows +2 /+	2 bleed	damage	DC Heal 1	5		
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Н					┪┢	ring of n	rotection +2					_	
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	CHEST:												
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н	EADBAND:	SILVER											
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$\vdash$	RING:				1			LIGHT	MEDIUM	HEAVY	LIFT ABOV		DRAG &
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			SPELLS PER DAY BLOODLINES & PATRONS	BLOODLINES & PATRONS					SPELLS PER DAY						
CLA	ss		Sorcerer LEVEL 11 BLOODLINE/PATRON Fey		CLASS				LEVEL		ī				
CLI	L		ABILITY SPELLS BLOODLINE/PATRON		C L/ (5 5			ABILITY		SPELLS	_				
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CLOSE: 25FT +	50		MEDIUM: 100FT + 210		CLOSE: 25FT +	25	MEDIUM: 100FT +	100	LONG: 400FT +	400	-				
5FT / 2 LV		TOTAL	10FT / LVL 40FT / LVL PROHIBITED		5FT / 2 LVL L	TOTAL	10FT / LVL L	ABILITY OTHE	40FT / LVI	RRENT POINTS					
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LEVEL	PREP	USED	SPELLS  NAME & DESCRIPTION	school		URATION	RANGE	SAVE	SR	REFERENCE					
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divinati							_				
0			Read Magic - Read scrolls and spellbooks.	Divinati					-		_				
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantn					-		_				
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmut					-		_				
0			Touch of Fatigue - Touch attack fatigues target.	Necroma	-						_				
0			Mending - Makes minor repairs on an object.	Transmut					-		_				
0			Mage Hand - 5-pound telekinesis.	Transmut					-		_				
0			Message - Whisper conversation at distance.	Transmut					-		_				
0			Ghost Sound - Figment sounds.	Illusio	on						_				
1			Humastiam Essainates 2d4 HD of creatures	Enchants	oont*				$\vdash$		_				
1			Hypnotism Fascinates 2d4 HD of creatures.  Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6).	Enchantm					$\vdash$		_				
1			Snowball - Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe.	Evocati					$\vdash$		_				
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necroma							-				
1			Reduce Person - Humanoid creature halves in size.	Transmut							-				
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transmut				<del>                                     </del>	+++		-				
<del>  '</del>			Entangle I land officingle everyone in 40-it. radius.	Transmut					+++		_				
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.	Evocati	ion						_				
2			Blindness/Deafness - Makes subject blinded or deafened.	Necroma					+++		-				
2			Commune with Birds - You can ask birds a question.	Divinati					+		-				
2			Hideous Laughter - Subject loses actions for 1 round/level.	Enchantm							-				
2			Anti-Summoning Shield - impedes summoning spells	Abjurat							-				
2			Cat's Grace Subject gains +4 to Dex for 1 min./level.	Transmut							-				
								<u> </u>			_				
3			Fireball - 1d6 damage per level, 20-ft. radius.	Evocati	ion				_		_				
3			Dispel Magic - Cancels one magical spell or effect.	Abjurat	ion						_				
3			Deep Slumber - Puts 10 HD of creatures to sleep.	Enchantm							_				
3			Lightning Bolt - Electricity deals 1d6/level damage.	Evocati	ion						_				
3			Fly - Subject flies at speed of 60 ft.	Transmut	ation						_				
											_				
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.	Evocati	ion						_				
4			Terrible Remorse - Creature is compelled to harm itself.	Enchantm							_				
4			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjura	tion						_				
5			Cloudkill - Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.	Conjura											

Symbol of Sleep - Triggered rune puts nearby creatures into catatonic slumber. Enchantment\*

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