

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: 5'10" WEIGHT: 108 HAIR: black EYES: Ice Blue/Black SKIN: Pale
 Evergrove, the First World
 HOMELAND & BACKGROUND OCCUPATION: Evergrove, the First World
 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	22	6	18		4	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
9	8	1	Oracle	0	8	1	0	0	2	1	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	9	FAVORED CLASS	Oracle	TOTALS	0	8	1	0	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	2	0	5				1	
TOUCH	15	-10+			5					
FLAT-FOOT	12	-10+	2	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	8
<input checked="" type="checkbox"/> ACROBATICS *	DEX	5		5	
<input type="checkbox"/> APPRAISE	INT	4		4	
<input type="checkbox"/> BLUFF	CHA	6		6	
<input type="checkbox"/> CLIMB *	STR	1		1	
<input checked="" type="checkbox"/> CRAFT:	INT	8	1	4	3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	6		6	
<input type="checkbox"/> DISABLE DEVICE *	DEX			5	
<input type="checkbox"/> DISGUISE	CHA	6		6	
<input type="checkbox"/> ESCAPE ARTIST *	DEX	5		5	
<input type="checkbox"/> FLY *	DEX	5		5	
<input type="checkbox"/> HANDLE ANIMAL	CHA			6	
<input checked="" type="checkbox"/> HEAL	WIS	9	1	1	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	6		6	
<input checked="" type="checkbox"/> KN: nature	INT	12	1	4	3
<input checked="" type="checkbox"/> KN: history	INT	8	1	4	3
<input checked="" type="checkbox"/> KN: planes	INT	8	1	4	3
<input checked="" type="checkbox"/> KN: religion	INT	8	1	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	11	1	1	3
<input type="checkbox"/> PERFORM:	CHA	6		6	
<input checked="" type="checkbox"/> PROF:	WIS			1	
<input type="checkbox"/> RIDE *	DEX	5		5	
<input type="checkbox"/> SENSE MOTIVE	WIS	2	1	1	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			5	
<input checked="" type="checkbox"/> SPELLCRAFT	INT			4	2
<input type="checkbox"/> STEALTH *	DEX	5		5	
<input checked="" type="checkbox"/> SURVIVAL	WIS	5		1	4
<input type="checkbox"/> SWIM *	STR	1		1	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			6	
<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	0	0	0			
REF	5	0	5			
WILL	3	2	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	1	0	1			
RANGED	5	0	5			
CMB	6	0	CHA	6		
CMD	16	-10+	BOB	0	STA & DEFLECT	6



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

Race: Elf (Humanoid: Elf) feat: extra revelation (x1)
 Dreamspeaker: +1 DC divination & sleep; dream (1/day)
 Keen Senses: +2 Perception
 Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortbows
 Racial Trait: Darkvision 60'
 Elven Magic: +2 Spell Resistance; +2 Spellcraft
 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
 Seelie Pact: If becomes evil, switch to Unseelie 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
leather armor	2	6	0	10	Lt	15.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longbow	+5	1d8+1	20,x3	100	P	3.0	
longsword	+1	1d8+1	19-20,x2		S	4.0	

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 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20					

INIT 5 = 5 DEX MOD + MISC MOD

HERO

SR DR 5/iron

RESISTANCES cold 5

POOL POINTS

