Deirfiúr David

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



AGE ALIGNMENT WASHINGTHIS THE CITY	HOMELAND & BACKGROUN						TO I	ROLEI	LAY	וסטנץ	G G		Œ/	O		
LANGUAGES: Elven, Common, Sylvan, Aklo, First Speech,	Infernal, Celestial						Original by N	Neceros. Modifi	ed by abo	ellius@ya	hoo.com	. Version	1.0.2012			
	HIT	POINTS					CLASS RECORDER									
STR 12 1 12	CURRENT HI		HP GAINED	HD			ASS NAME	BAB	SKILL			REF	WILL	LEVELS		
DEX 20 5 14 2 4	$\exists \mid \mathbf{o} \mid$		8	1			Pracle	0	8	+ 1	0	0	2	1		
CON 10 0 12 -2	⊣ ઝ			+					+	+	\vdash	\vdash				
	NONLETHAL			+					+	+	\vdash	\vdash	\vdash			
INT 18 4 16 2	HP DAM TEMPORARY			+					+	+	\vdash	\vdash				
wis 12 1 10 2		TAL HP	9	FAVOR CLASS		Oracl	е тот	ALS 0	8	1	0	0	2	1		
CHA 22 6 18 4	<u> </u>	ONDITIONS & M	IISCELLANEOUS		•				SKI	LLS			RANKS	8		
ABILITY SCORE & RACIAL NOTES							*☑ ACROBATICS •				ANKS A	5	TOTAL TRAINED			
	KS & DEFENSE						*□ Appraise		INT	4		4				
	SIZE DODGE NATURAL D	DEFLECT MI		☐ ARM	OR CHECK		*□ BLUFF		СНА	6		6				
AC 18 =10+ 2 0 5	_		<u> </u>		PENALTY	0	*□ CLIMB • *☑ CRAFT:		STR	8	1	4	3			
TOUCH 15 = 10+ 5					MAXIMUM DEX	6	* ☑ DIPLOMACY		СНА	6		6	Ť			
FLAT-FOOT 12 =10+ 2 0 0				7	SPELL FAILURE	10%	DISABLE DEVIC		DEX			5				
		L			AMEDICA .		*□ DISGUISE*□ ESCAPE ARTIST		DEX DEX	5		5				
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC TEMP				No.		*□ FLY •		DEX	5		5				
FORT 0 0 0							HANDLE ANIM	AL	СНА	\Box		6				
REF 5 0 5	====						★☑ HEAL ★☑ INTIMIDATE		WIS CHA	9	1	6	3	4		
	_		a	THE		1	★□ INTIMIDATE ▼ KN: nature		_	12	1	4	3	4		
WILL 3 2 1					6		☑ KN: history		INT	8	1	4	3			
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE MISC						☑ KN: planes ☑ KN: religion		INT	8	1	4	3			
MELEE 1 0 1					-		■ KN: religion		INT	•		4	3			
ATTACK MODIFIER	=				1		☐ Kn:		INT			4				
ATTACK MODIFIER 5					- EN		LINGUISTICS		INT	44	_	4				
CMB 6 0 CHA 6			A	3/4			∗ Perception ∗ Perform:		WIS CHA	11 6	1	6	3	6		
CMD 16 =10+ BOB DOO E & DECT STEE				7/2			PROF:		wis			1				
TO = TO + O DENGECT DEX			A	AND THE REAL PROPERTY.			*□ RIDE •		DEX	5		5				
FFAT	& FEATURES						♣□ SENSE MOTIVE □ SLEIGHT OF H		DEX	2	1	5				
CLASS FEATURES, RACIAL 1	RAITS, FEATS, AND CHARACTER FEAT						✓ SPELLCRAFT		INT	\equiv		4		2		
Race: Elf (Humanoid: Elf)	feat: extra rev	elation (x	(1)				*□ STEALTH •		DEX	5	_	5				
Dreamspeaker: +1 DC divination & sleep; dream (1/d	ay)						*☑ SURVIVAL *□ SWIM •		WIS STR	5		1		4		
Keen Senses: +2 Perception							USE MAGIC DE	VICE	СНА	-		6				
Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortbo	ows							STR	F							
Racial Trait: Darkvision 60'								STR STR	H							
Elven Magic: +2 Spell Resistance; +2 Spellcraft								STR		_						
	ov)							STR								
TemplateSeelie Creature (AB-253) (extraplanar, f	<u> </u>						MARK A TO SHOW	STR	TASE CH	II S WITT	PANIES	AIN A ±2	TDAINES	RONUC		
Low-light vision							* SKILL CAN	I BE USED UNTR	AINED	• ARMO	R CHECK	PENALTY	APPLIES	JUNU3.		
Seelie Sight: identify seelie/unseelie, see Faerie W							EXPERIE SLOW MEDIUM			0			2,000			
Charmed Life: +4 saves vs illusion & compulsion							SPEED		20	FL	Y SY	WIM	CLIMB	MISC		
DR 5/cold iron & resistance cold 5 Spell-like: Abilities invisibility (at will)							INIT	5	= [5	DEX	+ [MISC		
dancing lights, ghost sound, silent image, speak w/ animals, speak w/ plants (3	day) Seelie Pact: If h	oecomes e	evil. switch	to Un	seelie te	emplate		_ J			MOD	· <u>L</u>		MOD		
alter self, quench, magic mouth, sleep, plane shift (to Fey Realm) (1/		Seelie Pact: If becomes evil, switch to Unseelie template Feyblood: Treated as fey														
Skills: +4 perception, knowledge (nature), heal, surv		Faerie Walk: In natural or blighted terrain, Ethereal Jaunt						SR DR 5/iron								
							RESISTANCE		_							
ARMO ARMOR NAME & DESCRIPTION	R & WEAPONS	C BONUS MAX	DEX PENALTY	SPELL FAI	L TYPE	WEIGHT	POOL POINT	S	<u> </u>							
ARMOR leather armor		2 6	0	10	Lt	15.0										
SHIELD																
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS		D#	MAGE		CRITICA	L RANGE 1	TYPE WEIC	нт		АММ	O & NOTI	ES			
longbow	+5		10	l8+1		20,x3	3 100	P 3.	0							

1d8+1

19-20,x2

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4.0

+1

longsword

FEATS & SPECIAL ABILITIES							FATS	& SPECI	AL ARI	ITIES			
NAME		USES/DAY	USED	1 [NA	ME	AL ADI			USES/DAY	USED
Oracle: HD: d8, skills: 4 + Int Mod Weapon & Armor Prof: All Simple; Light & Medium Armor &	Shiold			┨╟									
Oracle Mystery: Lunar (Blood of the Moon)	<u> </u>		┨╟										
Oracle's Curse: Lame: reduce move by 10			┨┝										
Prophetic Armor (Ex): Use Cha not Dex for AC & Reflex	v Savo			┨╟									
Moonlit Script (Su): Sleep-writing as Augury 90%	x Save	S		$+\vdash$									
Moorilit Script (Su). Sleep-writing as Augury 90%				$+\vdash$									
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EQUIPMENT & MAGIC ITEMS						E	QUIPN	MENT &	MAGIC	ITEMS			
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WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTAII						
EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#			CONTAIN	ER			VC	DLUME/WEIG	HT LIMIT/NOT	TES		WEIGHT
BODY:													
CHEST: EYES:													
			CU	RRENC	CY				TREAS	SURE C	ARRIED		
FEET:	PLATINU	CARR			D WGT N/A	STORED	×			TREASURE			WEIGHT
	GOLD			-			 						_
HEAD:	SILVER	+					+						_
HEADBAND:	COPPER			-			Щ						<u> </u>
NECK:	COFFER	-		-			LIGHT	MEDIUM		ADS &	LIFT ABOVE	LIFT OFF	DRAG &
RING:			ADD	ED 194	ICHT		LOAD	LOAD 88	132	N	132	ground 264	660
RING:	ARMOR 8	CHIDDENI		ED WE	MISC	TOTAL	0	0	132	MODIFIED	_	0	
SHOULDERS:	WEAPON	s			WISC	22.0				LOAD			0
WRIST:	22.0	0.0		0.0		22.0	CURRE	NT LOAD	LIGHT	М М	EDIUM 🗖	HEA	VY 🔲

	SPELLS PER DAY							BLOODLI					Ш					
CLASS	5	Oracl	le	L	EVEL	1		BLOODLINE/PATRON Revela	ation: Lunar		CL	ASS				LEVE	L	7
			AB	BILITY		SPELLS	_	BLOODLINE/PATRON				ı	LEVE:	TOTAL	ABILITY	****	SPELLS	_
16	C LEVEL	TOTAL	CLASS BC	ONUS	MISC	4					Ľ	SAVE DC	LEVEL	TOTAL CL	ASS BONUS	MISC	KNOWN	
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CLOSE: 25FT + FT / 2 LVL	25	MEDIUM: 100ft + 10ft / LVL	110	4	LONG: 400ft + 40ft / lvl	440)	FOCUSED			25F1 5FT / 2	+ 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	100	400ft - 40ft / L	400	
	TOTAL	CLASS	ABILITY	OTHER	CUR	RENT POINT	rs	PROHIBITED					TOTAL	CLASS	ABILITY OTH	er Ci	JRRENT POINT	s
SPEL POINTS	0	_						PROHIBITED			S	PELL OINTS	0					_
									SPELLS									
O I	PREP USED		Magic -	Dete	cts all			d magic items within 60	ft.	scноо Divinat		DU	RATION	RANGE	SAVE	SR	REFERENCE	
0			Magic - F							Divinat								_
0		+						el of pure water.		Conjura								_
0								ring throw, or skill check		Divinat								_
1								rstand all spoken and w		Divinat	ion							
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