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 DEITY		(A)	ROL	EPI	LANY	1000	G G	AJM	Œ/	O								
LANGUAGES: Elven, Common, Sylvan, Aklo, First Speech, Infernal, Celestial Original by Neceros. Modified by ab													100.com.	Version	1.0.2012			
	LUI'		CLASS RECORDER															
	CURRENT	FPOIN		P GAINED	HD			NAME	IJJ KE	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
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CON 10 0 12 -2	NONLETHAL		+															
INT 18 4 16 2	HP DAM TEMPORARY		+															
wis 12 1 10 2	НР Т	OTAL H	IP	16	FAVORE	D	Oracle	7	TOTALS	1	16	2	0	0	3	2		
CHA 22 6 18 4		CONDITION	S & MISCE	LLANEOUS T							SKIL	LS	!		RANKS	16		
ABILITY SCORE & RACIAL NOTES								*22 ACROBATICS • DEX 5 5										
	KS & DEFENSE							APPRAISE			_	4		4				
	SIZE DODGE NATURAL	DEFLECT	MISC	ТЕМР	l _{ARM}	OR CHECK		BLUFF			_	6		6				
AC 18 -10+ 2 0 5	_ _ _		1	<u> </u>		PENALTY		□ CLIMB • □ CRAFT:			_	8	1	1 4	3			
TOUCH 15 = 10+					'	DEX		☑ DIPLOMAC	:Y	CI		_	1	6	3			
FLAT-FOOT 12 =10+ 2 0 0						SPELL FAILURE	I 10% I =	■ DISABLE D ■ DISGUISE	EVICE +		EX	_		5				
		الـــــا	COMPAT	NOTES S MA	NIEIEBO	No. of Concession, Name of	*	■ DISGUISE ■ ESCAPE AR	TIST +		_	6 5		5				
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC TEMP					No.	*[FLY •				5		5				
FORT 0 0 0								HANDLE A	NIMAL		HA (15)		1	6		4		
REF 5 0 5								☑ HEAL ☑ INTIMIDAT	E		_	9 6	1	6	3	4		
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WILL 4 3 1 1			- 0	-	1	6	A CONTRACTOR OF THE PARTY OF TH	KN: history			_		1	4	3			
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE MISC		- 1	6	10/			✓ KN: planes ✓ KN: religion			_	_	2	4	3			
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ATTACK MODIFIER 0			4	6		30		LINGUISTI PERCEPTION			NT I	2	2	1	3	6		
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CMD 17 =10+ BAB DO O E & DE			- 19		Te a			☑ Prof:				_	1	1	3			
and the second								□ Ride + □ Sense Mo	TIVE		_	5	2	5				
FEATS	S & FEATURES							☐ SLEIGHT OF HAND ◆			EX	_		5				
CLASS FEATURES, RACIAL RACE: Elf (Humanoid: Elf)	foot: oxtro re		2 (v1)					SPELLCRAF	т		_	_	2	4	3	2		
Dreamspeaker: +1 DC divination & sleep; dream (1/c	feat: extra re	veiatioi	I (X I)					☐ STEALTH • ☐ SURVIVAL			_	5 9	1	5	3	4		
	<u> </u>							■ Swim +		S	TR	1		1				
Keen Senses: +2 Perception								USE MAGI		CI	HA	-		6				
Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortb	ows							-		STR	+	-						
Racial Trait: Darkvision 60'								_		STR								
Elven Magic: +2 Spell Resistance; +2 Spellcraft										STR		\perp						
TemplateSeelie Creature (AB-253) (extraplanar, f	ey)							-		STR		+		-				
Low-light vision										MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS * SKILL CAN BE USED UNTRAINED								
Seelie Sight: identify seelie/unseelie, see Faerie W	/alk									EXPERIENCE 2 000 / 5 000								
Charmed Life: +4 saves vs illusion & compulsion									BASE FLY SWIM CLIMB							MISC		
DR 5/cold iron & resistance cold 5								SPEED			20				I			
Spell-like: Abilities invisibility (at will)								INIT	5	5	= [5	DEX MOD	+		MISC MOD		
dancing lights, ghost sound, silent image, speak w/ animals, speak w/ plants (3	Seelie Pact: If	Seelie Pact: If becomes evil, switch to Unseelie template																
alter self, quench, magic mouth, sleep, plane shift (to Fey Realm) (1)		Feyblood: Treated as fey								ī	DR	5/i	iron					
Skills: +4 perception, knowledge (nature), heal, surv	ival Faerie Walk: I	n natura	l or bli	ghted te	rrain,	Etherea	al Jaunt	RESISTAN	NCES CO	old 5								
ARMO	R & WEAPONS							POOL PO	INTS									
ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PENALTY S	PELL FAIL	Lt	_{WEIGHT}											
ARMOR IEALIEI AITIOI			U		10		13.0											
SHIELD																		
WEAPON NAME & DESCRIPTION	ATTACK MODIFIER	s	1	DAMAGE CRITI				RANGE	TYPE		WEIGHT AMMO & NOTES							
longbow	+6		+	1d8+1 20,				100	Р	3.0	-							

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			┨╟										
Moonlit Script (Su): Sleep-writing as Augury 90%	S		$+\vdash$										
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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							BLOODLINES & PATRONS						SPELLS PER DAY								
CLASS		Oracle LEVEL 2				BLOODLINE		CLA	ss					LEVE	L	7						
CAVE DC		TOTAL		ABILITY]	SPELLS KNOWN		BLOODLINE	PATRON					L	15751	TOTAL	CI ACC	ABILITY	MISC	SPELLS KNOWN		
16	level	TOTAL	CLASS	BONUS	MISC	5	1						SA	VE DC	LEVEL	TOTAL	CLASS	BONUS	MISC			
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	6th			1]	DOMAIN							6th							
	7th							SU	BDOMAII	N					7th							
	8th						j		WIZA	RD SPECIAL	ITY SCHOOL		ıĒ	\equiv	8th		i	1		ī		
] 9th					一	i	SPECIALITY	$\overline{}$				• F	一	9th		Ϊ	1		듥		
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25FT + FFT / 2 LVL	30	MEDII 100F 10FT /	T+ LVL 12	U]	400FT + 40FT / LVI	480)	PROHIBITED					CLOSE: 25FT + 5FT / 2 LVL				5 100FT + 100FT / LVL 100			+ 400		
SPELL	тота	L CLA	SS ABILI	тү отн	ER CUF	RENT POINT	TS		HIBITED				SPI	ELL.	101AL	CLA	22 AR	ILITY OTH	ER CU	JRRENT POINTS	S	
POINTS	U	_	<u> </u>					FROF						NTS	U		<u> </u>	L_			_	
LEVEL PE	REP USE)					NAM	IE & DESCRIPTION		SPELL	.S	schoo	L	DUI	RATION	RAI	IGE	SAVE	SR	REFERENCE		
0		Dete					and	d magic ite	ms wit	hin 60 ft.		Divinat										
0			Read Magic - Read scrolls and spellbooks.									Divinat									_	
0			Create Water: Creates 2 gallons/level of pure water.									Conjura									_	
0			Guidance: +1 on one attack roll, saving throw, or skill check.										ion								_	
0		Purify	Purify Food and Drink: Purifies 1 cu. ft./level of food or water										tation								_	
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1		Comi	orehen	d Langi	nades.	You un	nder	rstand all s	noken	and written la	anguages	Divinat	ion								_	
1			Comprehend Languages: You understand all spoken and written languages. Doom: One subject takes –2 on attack rolls, damage rolls, saves, and check									Necrom									_	
1		_	Fumbletongue - target is unable to speak intelligibly								,	Enchant	-								_	
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