

Deirfiúr
 CHARACTER
 Dusk Elf (Seelie Creature) Medium Female
 RACE & LA SIZE GENDER
 121 Chaotic Neutral Magdh the Three (TFW 28)
 AGE ALIGNMENT DEITY
 David
 PLAYER
 5'10" 108 black
 HEIGHT WEIGHT HAIR
 Evergrove, the First World
 HOMELAND & BACKGROUND OCCUPATION
 Ice Blue/Black Pale
 EYES SKIN
 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	
16	14	2	Oracle	1	16	2	0	0	3	2	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	16	FAVORED CLASS	Oracle	TOTALS	1	16	2	0	0	3	2

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	16
TOTAL	RANKS	ABILITY	TRAINED	MISC		
<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	10	1	6	3	
<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	4
<input type="checkbox"/> INTIMIDATE	CHA	6		6		
<input checked="" type="checkbox"/> KN: nature	INT	12	1	4	3	4
<input checked="" type="checkbox"/> KN: history	INT	8	1	4	3	
<input checked="" type="checkbox"/> KN: planes	INT	9	2	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	12	2	1	3	6
<input type="checkbox"/> PERFORM:	CHA	6		6		
<input checked="" type="checkbox"/> PROF:	WIS	5	1	1	3	
<input type="checkbox"/> RIDE *	DEX	5		5		
<input type="checkbox"/> SENSE MOTIVE	WIS	3	2	1		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			5		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	11	2	4	3	2
<input type="checkbox"/> STEALTH *	DEX	5		5		
<input checked="" type="checkbox"/> SURVIVAL	WIS	9	1	1	3	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	4	3	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	2	1	1			
RANGED	6	1	5			
CMB	7	1	CHA	6		
CMD	17	-10+	B1B	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
ARMOR leather armor	2	6	0	10	Lt	15.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longbow	+6	1d8+1	20,x3	100	P	3.0	
longsword	+2	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 2,000 / 5,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20					

INIT 5 = 5 DEX MOD + MISC MOD

HERO

SR DR 5/iron

RESISTANCES cold 5

POOL POINTS

