

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)  
 Languages: Elven, Common, Sylvan, Aklo, First Speech, Infernal, Celestial

David  
 PLAYER: David  
 HEIGHT: 5'10" WEIGHT: 108 HAIR: black EYES: Ice Blue/Black SKIN: Pale  
 Evergrove, the First World  
 HOMELAND & BACKGROUND OCCUPATION



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	24	7	18		6	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
37	32	5	Oracle	3	40	5	1	1	4	5
TOTAL HP			TOTALS							
37			3		40 5 1 1 4 5					

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	2	0	5			2	2	
TOUCH	17	-10+			5			2		
FLAT-FOOT	14	-10+	2	0	0			2		

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		40
<input checked="" type="checkbox"/> Acrobatics	DEX	5	5			
<input type="checkbox"/> Appraise	INT	4	4			
<input type="checkbox"/> Bluff	CHA	7	7			
<input type="checkbox"/> Climb	STR	1	1			
<input checked="" type="checkbox"/> Craft	INT	10	3	4	3	
<input checked="" type="checkbox"/> Diplomacy	CHA	11	1	7	3	
<input type="checkbox"/> Disable Device	DEX			5		
<input type="checkbox"/> Disguise	CHA	7	7			
<input type="checkbox"/> Escape Artist	DEX	5	5			
<input type="checkbox"/> Fly	DEX	5	5			
<input type="checkbox"/> Handle Animal	CHA		7			
<input checked="" type="checkbox"/> Heal	WIS	12	4	1	3	4
<input type="checkbox"/> Intimidate	CHA	7	7			
<input checked="" type="checkbox"/> KN: nature	INT	15	4	4	3	4
<input checked="" type="checkbox"/> KN: history	INT	9	2	4	3	
<input checked="" type="checkbox"/> KN: planes	INT	12	5	4	3	
<input checked="" type="checkbox"/> KN: religion	INT	9	2	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	15	5	1	3	6
<input type="checkbox"/> Perform	CHA	7	7			
<input checked="" type="checkbox"/> Prof:	WIS	5	1	1	3	
<input type="checkbox"/> Ride	DEX	5	5			
<input type="checkbox"/> Sense Motive	WIS	6	5	1		
<input type="checkbox"/> Sleight of Hand	DEX			5		
<input checked="" type="checkbox"/> Spellcraft	INT	14	5	4	3	2
<input type="checkbox"/> Stealth	DEX	5	5			
<input checked="" type="checkbox"/> Survival	WIS	11	3	1	3	4
<input type="checkbox"/> Swim	STR	1	1			
<input type="checkbox"/> Use Magic Device	CHA			7		
<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	1	1	0			
REF	6	1	5			
WILL	5	4	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	4	3	1			
RANGED	8	3	5			
CMB	10	3	CHA	7		
CMD	21	-10+	B3B	DODGE & DEFLECT 2	STA & DEX 6	



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

Race: Elf (Humanoid: Elf) feat: extra revelation (x2)  
 Dreamspeaker: +1 DC divination & sleep; dream (1/day) Improved Initiative +4  
 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

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  15,000 / 23,000

SPEED					
BASE	FLY	SWIM	CLIMB	MISC	
20					
INIT	9	=	5	DEX MOD	+ 4
HERO					
SR					DR 5/iron
RESISTANCES	cold 5				
POOL POINTS					

**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 +1	+8+1	1d8+1+1	20,x3	100	P	3.0	
longsword +1	+4+1	1d8+1+1	19-20,x2		S	4.0	



**SPELLS PER DAY**

CLASS	Oracle			LEVEL	5	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0					6
18	1st	8	6	2		4
19	2nd	6	4	2		2
	3rd			2		
	4th			1		
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **35**      MEDIUM: 100FT + 10FT / LVL **150**      LONG: 400FT + 40FT / LVL **600**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	0			

**BLOODLINES & PATRONS**

BLOODLINE/PATRON: Revelation: Lunar  
 BLOODLINE/PATRON:

**DOMAINS**

DOMAIN:  
 SUBDOMAIN:  
 DOMAIN:  
 SUBDOMAIN:  
 DOMAIN:  
 SUBDOMAIN:

**WIZARD SPECIALITY SCHOOL**

SPECIALITY:  
 FOCUSED:  
 PROHIBITED:  
 PROHIBITED:

**SPELLS PER DAY**

CLASS				LEVEL		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25**      MEDIUM: 100FT + 10FT / LVL **100**      LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	0			

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Create Water: Creates 2 gallons/level of pure water.	Conjuration					
0			Guidance: +1 on one attack roll, saving throw, or skill check.	Divination					
0			Purify Food and Drink: Purifies 1 cu. ft./level of food or water	Transmutation					
0			Mending: Makes minor repairs on an object	Transmutation					
1			Comprehend Languages: You understand all spoken and written languages.	Divination					
1			Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Necromancy					
1			Fumbletongue - target is unable to speak intelligibly	Enchantment					
1			Cure Light Wounds: Cures 1d8 damage + 1/level (max +5)	Conjuration					
2			Darkness: 20-ft. radius of supernatural shadow	Evocation					
2			Silence: Negates sound in 20-ft. radius	Illusion					
2			Dust of Twilight - extinguishes torches, light spells (< 2nd) & fatigues	Conjuration					