Deirfiúr David



AGE Chaotic Neutral Magdn the Three (TFW 28)	HOMELAND & BACKGROUND OCCUPATION	POLIEPLAYING GAMIE"	
LANGUAGES: Elven, Common, Sylvan, Aklo, First Speech, Infe	ernal, Celestial	Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012	
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	HITPOINTS	CLASS RECORDER	
STR 12 1 12	CURRENT HP HP GAINED HD	CLASS NAME BAB SKILL FC HPS FORT REF WILL I	10
	70	Oracle 7 80 10 3 3 7	10
DEX 20 5 14 2 4	72		$\dashv$
CON 10 0 12 -2	NONLETHAL		$\dashv$
INT 18 4 16 2	HP DAM TEMPORARY		$\dashv$
wis 12 1 10 2	TOTAL HP 72 FAVORED	Oracle TOTALS 7 80 10 3 3 7	10
CHA 26 8 18 8	CONDITIONS & MISCELLANEOUS TRACKING	CVILIC RANKS	80
ABILITY SCORE & RACIAL NOTES		TOTAL RANKS ABILITY TRAINED	
	& DEFENSE	*☑ ACROBATICS + DEX 5 5 5	
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE	DODGE NATURAL DEFLECT MISC TEMP	*□ BLUFF CHA 8 8	
AC 28 =10+ 7 0 5	1 2 3 ARMOR CHECK PENALTY	0 * CLIMB * STR 1 1 1	
<b>TOUCH</b> 21 = 10+ 5	1 2 3 MAXIMUM DEX	99 *2 DIPLOMACY CHA 14 3 8 3	
FLAT-FOOT 27 =10+ 7 0 0	2 8 SPELL FAILURE	10% DISABLE DEVICE • DEX 5	
101 101 1	COMPAT NOTES & MODIFIERS	*□ DISGUISE CHA 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC	second attack @ +2 BAB	*□ FLY • DEX 5 5	
<b>FORT</b> 3 3 0		☐ HANDLE ANIMAL CHA 8 8 ★ 17 9 1 3	
REF 13 3 5 2 3		*☑ HEAL WIS 17 9 1 3	4
		☑ Kn: nature INT 17 6 4 3	4
WILL 8 7 1		☑ KN: history	
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE	MISC	☑ KN: planes INT 17 10 4 3  ☑ KN: religion INT 11 4 4 3	
MELEE 8 7 1		□ Kn: INT 4	
RANGED 12 7 5		□ KN: INT 4	
ATTACK WODIFIER		*☑ PERCEPTION WIS 20 10 1 3	6
CMB         15         7         CHA         8		*□ PERFORM: CHA 8 8	
CMD 26 = 10+ BAB DOGE & DOX E		☑ PROF: WIS 5 1 1 3 *□ RIDE • DEX 5 5	
		DEN SENSE MOTIVE WIS 11 10 1	
	FEATURES FEATS, AND CHARACTER FEATURES	SLEIGHT OF HAND • DEX 5	
Race: Elf (Humanoid: Elf)	feat: extra revelation (x2)	☑ SPELLCRAFT INT 19 10 4 3  *□ STEALTH • DEX 5 5	2
Dreamspeaker: +1 DC divination & sleep; dream (1/day)	Improved Initiative +4	*2 SURVIVAL WIS 13 5 1 3	4
Keen Senses: +2 Perception	Deific Obedience (Magdh the Three)	*□ SWIM + STR 1 1 1 1 1 □ USE MAGIC DEVICE CHA 8	
Weapon Familiarity: Prof w/ longbows, longswords, rapiers, shortbows	Dodge +1 AC	□ STR	
Racial Trait: Darkvision 60'	20090 1710	STR STR	
		STR STR	
Elven Magic: +2 Spell Resistance; +2 Spellcraft	-	STR	
TemplateSeelie Creature (AB-253) (extraplanar, fey)		MARK A D TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED B	ONUS
Low-light vision		* SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES	
Seelie Sight: identify seelie/unseelie, see Faerie Walk		EXPERIENCE 105,000 / 155,000	
Charmed Life: +4 saves vs illusion & compulsion		SPEED 20	MISC
DR 5/cold iron & resistance cold 5			IISC
Spell-like: Abilities invisibility (at will)  dancing lights, ghost sound, silent image, speak w/ animals, speak w/ plants (3/day)	Scalia Boot: If becomes avil quitable Linguille to		IOD
alter self, quench, magic mouth, sleep, plane shift (to Fey Realm) (1/day)	Seelie Pact: If becomes evil, switch to Unseelie te Feyblood: Treated as fey		_
Skills: +4 perception, knowledge (nature), heal, survival	Faerie Walk: In natural or blighted terrain, Etherea	SR DR 5/iron	ᆜ
	Table 172	RESISTANCES cold 5	
	WEAPONS	POOL POINTS	
ARMOR NAME & DESCRIPTION  ARMOR Fey Armor of Magdh +3	7 99 0 10 Lt	15.0	$\neg$
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SHIELD  WEARON NAME & DESCRIPTION	ATTACK MODIFIERS	CRITICAL BANCE TYPE WEIGHT	
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS DAMAGE	CRITICAL RANGE TYPE WEIGHT AMMO & NOTES	

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Charismatic Longbow +3	+12+3+3	1d8+8+3	20,x3	100	Р	3.0	
longsword +3	+8+3	1d8+1+3	19-20,x2		S	4.0	

FEATS & SPECIAL ABILITIES	S						F	EATS	s & :	SPECI/	AL ABIL	ITIES			
Oracle: HD: d8, skills: 4 + Int Mod			USES/DAY	USED		urse Effe	ct: Speed is n	ot red	name duce	ed by A	rmor			USES/DAY	USED
Weapon & Armor Prof: All Simple; Light & Medium Armor & Shields					1 —		oon (Su): Cure spell					are temp (	5 minutes)		
Oracle Mystery: Lunar (Blood of the Moon)					1 🗆										
Oracle's Curse: Lame: reduce move by 10					1										
Prophetic Armor (Ex): Use Cha not Dex for AC & Ref	lex Sa	aves			1										
Moonlit Script (Su): Sleep-writing as Commune					1 🗆										
Curse Effect: Immune to the fatigued condition					1										
Moonlight Bridge (Su): 10'/lvl		$\neg$			1										
Moonbeam (Su): ranged touch attack w/in 30' 1d6 +1	/2 Ivl (	dam			1 🗀										
- and blinded for one round (Fort save) (Cha Mod/day)					1										
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EQUIPMENT & MAGIC ITEM	S OTY	/ USES	WGT N/A	WEIGHT	*		E	QUIP	ME M	NT & N	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
		,	,		"		Deflection +2						,		
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					1 🗆	Fey Arr	nor of Magdh ·	+3 lea	athe	r armoi	r (total +	+7 AC)			
						-Sight E	Beyond Time +	-2 AC	& F	Reflex s	saves				
						- No Ma	ax Limit on De	х Мос	d						
					J L	Specta	cles of Secret	Know	vledg	ge					
						- Identify	3/day, augury 2/d	day, cla	airau	dience/c	lairvoyan	ce 1/day			
						- see in	visibility (at wil	II)							
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HEAD:	GO	LD						Ш							
HEADBAND:	SIL	√ER													
NECK:	СОР	PER									LO	ADS &	LIFT		
RING:								LIGH		MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
RING:		2.70		CARRII	D WE	IGHT		44	4	88	132	لکار	132	264	660
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2			Resto	ration,	Lesser	r: Dispe	ls magi	ical a	ability pe	nalty or	rep	pairs 1d4 ability dama	age	Conjura	ition							+	+		_
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3			Blind	ness/D	eafnes	s - Mał	kes sub	oject	t blinded	or deaf	ene	d.		Necroma	ancy							$\bot$	Щ		_
3			Bestow	Curse: B	Bestow Cu	urse –6 at	bility; –4 a	attack	k, saves, and	d checks; o	or 50	% chance of losing each act	tion	Necroma	ancy							$\perp$	$\perp$		_
3			Spea	k with [	Dead -	Corpse	e answ	ers o	one ques	stion/two	o le	vels.		Necroma	ancy										_
3			Rage	: Gives	s +2 to	Str and	Con, +	+1 or	n Will sav	ves, –2	to A	AC.		Enchantr	ment	i									_
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4			Cure	Critical	l Woun	ds Cur	es 4d8	dar	mage + 1	/level (r	max	( +20).	$\neg$	Conjura	ition										_
4			_						pelled to					Enchantr		t									_
4			-									lrops weapon for bite/cla	-			+						+			_

			SPELLS					
LEVEL 5	PREP	USED	Slay Living - Touch attack deals 12d6 + 1 per level.	Necromancy	DURATION RANGE	SAVE	SR	REFERENCE
5			Aspect of teh Wolf - gain wolf traits, +4 Str & Dex, scent	Transmutation				
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