

## The leShay (Medium Size Fey)

Level	Hit Dice	BAB	Saves	Skill points	Feats	Ability Boosts	Special
1	1d6	+0	+0/+2	(6+Int mod) x4	1	+2 dex	leShay weapons (simple), elf traits
2	2d6	+1	+0/+3	6 + Int mod	b	+2 cha	Natural armor +1, immunities (lesser)
3	3d6	+1	+1/+3	6 + Int mod	1	+2 dex	Two-Weapon fighting (basic)
4	3d6	+1	+1/3			+2 con	Lesser leShay Powers (1/day)
5	4d6	+2	+1/+4	6 + Int mod		+2 cha	NA +2, DR (5/+1)
6	5d6	+2	+1/+4	6 + Int mod		+2 dex, +2 wis	Fast draw (move-equivalent)
7	5d6	+2	+1/+4		b	+2 str	NA +3, Fast healing 1
8	6d6	+3	+2/+5	6 + Int mod	1	+2 cha	Weapon enhancements
9	7d6	+3	+2/+5	6 + Int mod		+2 con, +2 int	leShay weapons (martial)
10	7d6	+3	+2/+5			+2 cha, +2 dex	NA +4, DR (10/+2)
11	8d6	+4	+2/+6	6 + Int mod		+2 con, +2 int	Lesser leShay Powers (3/day)
12	9d6	+4	+3/+6	6 + Int mod	1+b	+2 str	Defensive insight +1
13	9d6	+4	+3/+6			+2 cha, +2 dex	NA +5, Spell resistance 24
14	10d6	+5	+3/+7	6 + Int mod		+2 con, +2 int	Gaze (10 ft.), SR 25, FH 2
15	11d6	+5	+3/+7	6 + Int mod		+2 wis	DR (15/+3)
16	11d6	+5	+3/+7			+2 dex	leShay Powers (1/day), SR 26
17	12d6	+6	+4/+8	6 + Int mod	1+b	+2 cha	Fast draw (free), Immunities (greater), SR 27
18	13d6	+6	+4/+8	6 + Int mod		+2 dex	Lesser leShay Powers (5/day)
19	13d6	+6	+4/+8			+2 cha	leShay weapons (exotic), SR 28
20	14d6	+7	+4/+9	6 + Int mod		+2 int	DR (20/+4), SR 29
21	16d6	+8	+5/+10	6 + Int mod	1	+2 cha, +2 dex	Blood of the Ancient Fey, SR 30, FH 3
22	18d6	+9	+6/+11	6 + Int mod	1+b	+2 str	Greater LeShay Powers (1/day)
23	20d6	+10	+6/+12	6 + Int mod		+4 con, +4 int	Gaze (20 ft.), SR 31, FH 4
24	22d6	+11	+7/+13	6 + Int mod	1	+2 cha, +2 dex	leShay Powers (3/day), SR 32
25	24d6	+12	+8/+14	6 + Int mod	1	+2 wis, +2 int	
26	26d6	+13	+8/+15	6 + Int mod		+2 con, +6 cha	Two-Weapon fighting (superior), SR 33, FH 5
27	28d6	+14	+9/+16	6 + Int mod	1+b	+2 str	Lesser leShay Powers (at will), SR 34
28	30d6	+15	+10/+17	6 + Int mod	1	+2 wis, +2 dex	DR (25/+5), SR 35, FH 6
29	32d6	+16	+10/+18	6 + Int mod		+4 con, +4 cha	Greater leShay Powers (3/day)
30	34d6	+17	+11/+19	6 + Int mod	1	+2 cha, +2 dex	SR 36
31	36d6	+18	+12/+20	6 + Int mod	1	+2 wis, +2 int	leShay Powers (5/day), SR 37, FH 7
32	38d6	+19	+12/+21	6 + Int mod	b	+2 cha, +2 dex	Immunities (superior), SR 38
33	40d6	+20	+13/+22	6 + Int mod	1	+2 wis, +2 int	DR (30/+6), FH 8
34	42d6	+21	+14/+23	6 + Int mod	1	+2 cha, +2 int	Greater leShay Powers (5/day), SR 39
35	44d6	+22	+14/+24	6 + Int mod		+4 con, +4 dex	SR 40
36	46d6	+23	+15/+25	6 + Int mod	1	+2 cha, +2 int	leShay Powers (at will), SR 41, FH 9
37	48d6	+24	+16/+26	6 + Int mod	1+b	+2 str	Gaze (30 ft.)
38	50d6	+25	+16/+27	6 + Int mod		+4 con, +6 dex	Greater leShay Powers (at will), SR 42, FH 10

**Elf Traits:** as per ELH; immune to magic sleep spells and effects; +2 racial bonus to Will saves vs. enchantment; low-light vision; free Search check within 5 ft. of secret door; Martial Weapon Proficiencies (bows, longsword and rapier); +2 racial bonus on Listen, Spot and Search.

**Defensive Insight:** A leShay gains a +1 insight bonus to AC. Thereafter it is equal to SR – 22 (maximum of +20).

**Damage Reduction:** At 5th, the leShay gains damage reduction 5/+1. This improves to 10/+2 at 10th level, 15/+3 at 15th level, 20/+4 at 20th level, 25/+5 at 28th level, and 30/+6 at 33rd level.

**Spell Resistance:** At 13th level, a leShay gains spell Resistance 24, which increases as given in the table.

**Natural Armor:** A leShay gains natural armor at the indicated levels.

**Fast Healing:** A leShay has Fast Healing equal to his leShay HD divided by 5, rounded down (maximum of 10 by 38th level).

**Immunities:** At 2nd level, the leShay gains a +4 racial bonus to saves vs. poisons and diseases. This improves to +8 at 17th level. At 32nd level, the leShay gains complete immunity to poisons and diseases.

**Saves:** The leShay's Fort save uses the "slow" progression, while her Ref and Will saves use the "fast" progression.

**leShay Weapons (Su):** A leShay can manifest two personal melee weapons that she manifests from her own life essence. The weapon can change form as she shifts from one weapon class to another weapon class (such as from a dagger to a club). When not in combat, the weapons simply do not exist, but leShay can "draw" their weapons from nowhere as a standard action (this improves to move-equivalent and eventually free action with the Fast Draw ability). At 1st level, she can manifest any simple weapon. At 9th level, she can manifest any martial weapon type. At 19th level, she can manifest any exotic weapon type. Regardless of the weapon size, leShay weapons are considered light weapons in terms

of feats, such as Weapon Finesse. However, leShay cannot manifest and wield a weapon of large size or bigger in one hand without the appropriate feats (such as Monkey Grip). She may also take feats for "leshay weapons" such as Weapon Focus, Weapon Finesse, Improved Critical, etc. These feats apply to any weapon the leShay manifests, regardless of the type or size. Treat leShay Weapons like the Soulnife's mind-blade in terms of sustaining it within an *antimagic field*.

**Fast Draw:** A leShay "draws" (manifests) her leShay weapons as a standard action at 1st level. At 6th level, this improves to "drawing" her weapons as a move-equivalent action, and eventually as a free action at 17th level. This also applies to how fast she can "change" a set of two already manifested weapons into two other types of weapons (such as changing from two light picks to two longswords).

**Weapon Enhancements:** At 8th level, the leShay can now imbue **each** of her leShay Weapons with magic enhancements equal to her leShay HD divided by 3, round down (maximum of +15 enhancements). She can mix and match an enhancement bonus (though there needs to be at least a +1 enhancement) with any other melee weapon magical special abilities (such as Ghost Touch, Holy, Bane, Keen, Defending, etc.). Thus, a 16 hit dice leShay (maximum Weapon Enhancements of +5) could manifest two *+1 brilliant energy bastard swords*, or two *+4 defending dwarven waraxes*. These two weapons need not be the same type of enhancements (thus, she could have one *+1 brilliant energy bastard sword*, and one *+4 defending dwarven waraxe*).

**Two-Weapon Fighting:** A 3rd level leShay acts "as if" she has the Two-Weapon Fighting and Ambidexterity feats, but only while she is not wearing armor or using a shield. At 26th level, the leShay gains the EX ability of Superior Two-Weapon Fighting, which treats her leShay Weapons as extensions of her own body. Thus, she does not take an attack or damage penalty for attacking with these two weapons (though she would suffer penalties while using weapons other than the ones she manifests). Using magic items, such as *bracers of armor* or *ring of force shield*, does not count as wearing armor or using a shield for the purposes of gaining these virtual feats.

**Gaze (Su):** All creatures in the range indicated (10 ft. at 14th, 20 ft. at 23rd and 30 ft. at 37th level) who meet the gaze of a leShay become affected as if by *charm monster*. A Will save (DC = 10 + leShay's HD/2 + cha modifier) negates the effect. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. A leShay can actively gaze as an attack action by choosing a target within range, who must then attempt a saving throw. leShays are immune to their own gaze. The leShay cannot turn this ability "off" without the Narrowed Gaze feat (Savage Species, pg.37), which allows her to avoid accidentally affecting friends with her gaze.

**Blood of the Ancient Fey:** At 21st level, the leShay gains more than 1 HD per level, as the remnant power of a once-great race courses through their veins. These HD still count as normal HD in all ways, including for calculating HP and skill caps. Thus, a 38th level leShay (50 HD) with a Con score of 36 (+13) would have 50d6+650 HP, and a skill cap of 53 in any class skill.

**Feats:** A number "1" in this column is the standard one feat per 3 HD (a leShay gains 16 of these across 50

HD). A "b" in this column represents a single bonus feat acquired at this level (a leShay gains 8 total bonus feats across the 38 levels). A "1+b" indicates that the leShay gains one standard feat and one bonus feat at that level. Epic feats may be chosen starting at 21st level. Bonus feats are selected from the following list: Alertness, Blindfight, Cleave, Combat casting, Combat reflexes, Dodge, Endurance, Expertise, Great cleave, Improved critical (leshay weapon), Improved initiative, Iron will, Mobility, Power attack, Quick draw, Spring attack, Sunder, Toughness, Weapon finesse (leshay weapon), Weapon focus (leshay weapon), Whirlwind attack; and after 21st level, these bonus feats may also be selected: Blinding speed (epic), Polyglot (epic), Spell Stowaway (epic)

**Ability Boosts:** Over the course of the 38 levels, the leShay gains +10 str, +34 dex, +26 con, +22 int, +12 wis, +36 cha. To maintain balance in lower levels, the leShay only gains the following by 20th level: +4 str, +14 dex, +8 con, +8 int, +4 wis, +14 cha. This equals a total of 52 points of ability boosts by 20th level, which is the same total as a 20th level Astral Deva (per Savage Species, Table A-54).

**Skill Points:** The leShay uses the Fey progression (6 + Int mod per level).

**Class Skills:** Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (local), Knowledge (nature), Listen, Move Silently, Search, Speak Language, Spot

**Spell-Like Abilities:** All leShay spell-like abilities (lesser leshay powers, leshay powers and greater leshay powers) are cast as if the leShay were a caster level equal to her 3 + half her hit dice (maximum of 28th caster level). The save DC is equal to (10 + Cha modifier + spell level). The number of times per day these powers can be used is listed in the table above.

**Lesser leShay Powers:** (1/day at 4th, 3/day at 11th, 5/day at 18th and "at will" by 27th levels) – alter self, detect thoughts, displacement, knock, speak with plants, water breathing

**LeShay Powers:** (1/day at 16th, 3/day at 24th, 5/day at 31st, and "at will" at 36th level) – greater dispelling, improved invisibility, teleport without error

**Greater leShay Powers:** (1/day at 22nd, 3/day at 29th, 5/day at 34th, and "at will" at 38th level) – freedom, heal spell turning