

DawnForge Character

Tervelyn

Dawn Elf – Duskblade / 5

Male, Chaotic Good, Medium Speed 30.

152 years old, 5'2", 135 lbs; Blonde Hair, Green Eyes

STR – 16 [+3]

DEX – 19 [+4]

CON – 12 [+1]

INT – 16 [+3]

WIS – 10 [+0]

CHA – 12 [+1]

HP – 37

AC – 19 (20_b), Touch 14, Flatfooted 15

Initiative - +4

Fort - +6

Ref - +6

Will - +5

Legend Points – 1

Legendary Path – Path of the Swift

BAB - +5, Grapple - +8

Racial Traits:

- Immune to magical Sleep spells and effects and a +2 racial saving throw bonus against enchantment spells and effects
- Low-Light Vision
- Weapon Familiarity: Treat Elven exotic weapons as martial weapons.
- +1 racial bonus on all attack rolls with longbows and shortbows including Composite.
- +1 racial bonus to all spot, listen, and search checks.
- Spell Immunity: Charm Person
- Favored Class Wizard

Class Traits:

- All weapon and armor proficiencies
- Arcane Spells per day from known list. 6,6,3 (b Plus one bonus spell per day of any level)
- Spells Known: **0-Level**; *Acid Splash, Disrupt Undead, Ray of Frost, Touch of Fatigue*, **1-Level**; *Swift Expeditious Retreat, Shocking Grasp, Kelgore's Fire Bolt, true strike* **2-Level**; *Stretch Weapon, swift fly, seeking ray*
- Arcane Attunement: *dancing lights, detect magic, flare, ghost sound and read magic* a combined total of 6-times per day.
- Armored Mage: No arcane spell failure chance with Light or medium armor or shields.
- Combat Casting as Bonus feat*
- Arcane Channeling: Standard action to cast any touch spell through weapon
- Quick Cast: Once per day can cast any spell as a swift action.
- Skills: 2+Int modifier per level (Climb, Concentration, Craft, Decipher Script, Jump, Knowledge, Ride, Sense Motive, Spellcraft, Swim)
- Hit Die: d8

Skills:

Climb +6, Concentration +9, Decipher Script +6, **Jump** +7, Knowledge; Arcana +4, Arch & Eng +4, Dungeoneering +4, History +4, Nature +5, Arcana +6 Ride +5, Sense Motive +3, Spellcraft +7, Swim +5 (Jump uses DEX instead of STR)

Feats:

Point Blank Shot, Precise Shot, Rapid Shot, Combat Casting (*)

Racial Talents:

Dawn Dance (Age of Legend pp 20), Dance of the Endless Journey (Age of Legends pp 20), Arcane Mastery (Dawnforge pp 25)

Racial Transformations:

Elf Sight (Dawnforge pp25), Vision of the Spirit (Age of Legend pp 21)

Attacks:

Elven Courtblade +1: Legendary Weapon – Galdor y’ Elanesse (Spark of Dawn)

+9	1d10+5	18-20/x2	P or S	6lbs.	Two Handed
----	--------	----------	--------	-------	------------

Elven Lightblade (MW)

+9	1d6+3	18-20/x2	P	1lbs.	Light
----	-------	----------	---	-------	-------

Elvencraft Mighty Composite Longbow (MW) (As melee weapon)

+8	1d6+4	20/x2	B	3lbs	Two Handed
----	-------	-------	---	------	------------

Elvencraft Mighty Composite Longbow (MW)

+11	1d8+3	20/x3	P	3lbs	110 Ft Range
-----	-------	-------	---	------	--------------

Elvencraft Mighty Composite Longbow (MW) (Point Blank Shot)

+12	1d8+4	20/x3	P	2lbs	30 ft Range
-----	-------	-------	---	------	-------------

Elvencraft Mighty Composite Longbow (MW) (Rapid Shot Feat)

+9/+9	1d8+3/1d8+3	20/x3	P	2lbs	110 ft Range
-------	-------------	-------	---	------	--------------

Equipment:

- +1 Elven Courtblade: Legendary Weapon *Galdor y’ Elanesse* (Spark of Dawn)
- Masterwork Elven Lightblade
- Masterwork Elvencraft Mighty Composite Longbow
- Masterwork Mithril Chain Shirt
- Masterwork Light Steel Shield
- Amulet of Natural Armor (+1)
- Cloak of Resistance (+1)
- 50 Arrows
- Standard Adventurers Kit
- 1000 GP

a. *Speed is 40 feet when using Dance of the Endless Journey in combat.*

b. *AC is 20 when using Elven Lightblade and Shield.*