

Seltyiel

Player: George

Male elf sorcerer 14 - CR 13

Chaotic Neutral Humanoid (Elf); Deity: Pharasma; Age: 124;

Height: 6' 1"; Weight: 117 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	10/14	0/+2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	10/12	0/+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	20	+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9 =	+4	+1	+3	+1		
REFLEX (DEXTERITY)	+8 =	+4	+1	+3			
WILL (WISDOM)	+15 =	+9	+1	+3	+2		

Damage Reduction (10/lethal)	Energy Resistance, Cold (10)
Energy Resistance, Acid (20)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	27 = 10	+4	+4	+1		+8		

Touch AC	11	Flat-Footed AC	26		
CM Bonus	+9 =	+7	+2	-	-

CM Defense	20 = 10	BAB	+7	Strength	+2	Dexterity	+1	Size	-
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Base Attack	+7	HP	86
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Initiative	+1	Damage / Current HP	
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Speed	60 ft
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Bite (Juvenile Black Dragon)

Main hand: **+9, 1d8+3** Crit: x2
Light, B/P/S

Claw x2 (Juvenile Black Dragon)

Main hand: **+9/+9, 1d6+2** Crit: x2
Light, B/S

Staff of dark flame

Both hands: **+10/+5, 1d6+4** Crit: x2
Double: **+6/+1 (Off: +2),** Double, B, Monk
1d6+3/1d6+2



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Run: +4 to jump with a running start, Speed greater/less than 30 ft.: +12 to jump				
Appraise	+1	INT (1)	-	
Bluff	+5	CHA (5)	-	
Climb	+2	STR (2)	-	
Diplomacy	+5	CHA (5)	-	
Disguise	+5	CHA (5)	-	
Escape Artist	+1	DEX (1)	-	
Fly	-3	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+19	CHA (5)	11	
Knowledge (arcana)	+15	INT (1)	11	
Knowledge (dungeoneering)	+2	INT (1)	1	
Knowledge (engineering)	+2	INT (1)	1	
Knowledge (geography)	+2	INT (1)	1	
Knowledge (history)	+2	INT (1)	1	
Knowledge (local)	+2	INT (1)	1	
Knowledge (nature)	+2	INT (1)	1	
Knowledge (nobility)	+2	INT (1)	1	
Knowledge (planes)	+2	INT (1)	1	
Knowledge (religion)	+5	INT (1)	1	
Perception	+12	WIS (1)	11	
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+11	INT (1)	7	
Elven Magic: +2 to identify magic item properties				
Stealth	+1	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	+10	STR (2)	-	

Activated Abilities & Adjustments

Form of the Dragon I (Juvenile Black Dragon)
Mage Armor: +4
Shield: +4

Feats

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Elven Weapon Proficiencies

You are proficient with the Longsword, Rapier, Longbow (including Composite Longbow) and Shortbow (including Composite Shortbow).

Eschew Materials

Cast spells without materials, if component cost is 1 gp or less.

Expanded Arcana (Sorcerer)

Your research has revealed new spells.

Prerequisites: Caster level 1st, see Special.

Greater Spell Penetration

+2 to caster level checks to overcome spell resistance.

Iron Will

You get a +2 bonus on all Will saving throws.

Feats

Run

Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Spell Focus (Necromancy)

Spells from one school of magic have +1 to their save DC.

Spell Penetration

+2 to caster levels checks to overcome spell resistance.

Uncanny Concentration

Don't make concentration checks for violent movement, gain a +2 bonus on all other concentration checks

Undead Master

Animate and command more undead

Traits

Focused Mind

+2 to Concentration checks

Forlorn

+1 Fort saves.

Unarmed strike

Main hand: **+9/+4, 1d3+2**

Crit: **x2**

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+3/-2, 1d3+2**

nonlethal

Main w/ light off: **+5/+0, 1d3+2**

nonlethal

Offhand: **+1, 1d3+1 nonlethal**

Wing x2 (Juvenile Black Dragon)

Main hand: **+4/+4, 1d4+1**

Crit: **x2**

Light, B

Gear

Total Weight Carried: 11/262.5 lbs, Light Load (Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lbs)

Amulet of natural armor +4	-
Anathema archive (1/day)	2 lbs
Artisan's outfit (Free)	-
Money	-
Quicken metamagic rod (lesser, 3/day)	5 lbs
Ring of resistance +3	-
Ring of spell knowledge IV (Lightning Bolt)	-
Staff of dark flame	4 lbs

Special Abilities

Bloodline Arcana: Undead (Ex)

Some undead are susceptible to your mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

Breath Weapon (60-ft line, 6d8 acid, Reflex DC 10 half,

Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal

Experience & Wealth

Experience Points: **445000/635,000**

Current Cash: **You have no money!**

Special Abilities

Elven Magic

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.

Fly (60 feet, Poor)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Swim (60 feet)

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a

Spell-Like Abilities

Grasp of the Dead (14d6 slashing, 1/day, DC 22) (Sp)

Grave Touch (7 rds, 8/day) (Sp)

Tracked Resources

Anathema archive (1/day)

Animate Dead

Breath Weapon (60-ft line, 6d8 acid, Reflex DC 10 half, 1/spell)

False Life

Fireball

Quicken metamagic rod (lesser, 3/day)

Ray of Enfeeblement

Scorching Ray

Languages

Common
Draconic

Elven

Spells & Powers

Sorcerer spells known (CL 14th; concentration +23)

Melee Touch +9 Ranged Touch +8

7th (3/day)—finger of death (DC 23)

6th (5/day)—form of the dragon I, globe of invulnerability, undeath to death (DC 22)

5th (7/day)—dominate person (DC 20), fire snake^{APG} (DC 20), communal stonesskin^{UC}, wall of force, waves of fatigue

4th (7/day)—animate dead, boneshatter (DC 20), dimension door, greater invisibility, shadow projection^{APG}

3rd (7/day)—lesser animate dead^{UM}, fireball (DC 18), speak with dead (DC 19), unliving rage^{ACG}, vampiric touch

2nd (7/day)—brow gasher^{UC}, command undead (DC 18), false life, scorching ray, see invisibility, steal voice^{UM} (DC 18)

1st (8/day)—chill touch (DC 17), detect undead, mage armor, magic missile, repair undead^{ACG}, shield

0th (at will)—acid splash, detect magic, disrupt undead, ghost sound (DC 15), light, mage hand, open/close (DC 15), read magic, resistance

Selyiel – Abilities & Gear

Combat Casting Feat

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Eschew Materials Feat

You can cast many spells without needing to utilize minor material components.

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Expanded Arcana (Sorcerer) Feat

Your research has revealed new spells.

Prerequisites: Caster level 1st, see Special.

Benefit: Add one spell from your class's spell list to your list of spells known. This is in addition to the number of spells normally gained at each new level in your class. You may instead add two spells from your class's spell list to your list of spells known, but both of these spells must be at least one level lower than the highest level spell you can cast in that class. Once made, these choices cannot be changed.

Special: You can only take this feat if you possess levels in a class whose spellcasting relies on a limited list of spells known, such as the bard, oracle, and sorcerer.

You can gain Expanded Arcana multiple times.

Note: On the In-Play tab, you should select the level of the spell you want to add. This will increase the chosen class's count of spells known for that level, allowing you to add the spell you want to that class.

Appears In: Advanced Player's Guide

Greater Spell Penetration Feat

Your spells break through spell resistance much more easily than most.

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Iron Will Feat

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Run Feat

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Spell Focus (Necromancy) Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Penetration Feat

Your spells break through spell resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Uncanny Concentration Feat

You have learned to enter a deeper state when casting spells, allowing you to shrug off distractions, damage, weather effects, and even the effects of other spells.

Prerequisite: Combat Casting.

Benefit: You do not need to make concentration checks when affected by vigorous or violent motion or by violent weather. You gain a +2 bonus on all other concentration checks.

Appears In: Ultimate Magic

Undead Master Feat

You can marshal vast armies of the undead to serve you.

Prerequisites: Spell focus (necromancy), the ability to cast *animate dead* or *command undead*.

Benefit: When you cast *animate dead* or use the Command Undead feat, you are considered to be four levels higher when determining the number of Hit Dice you animate. When you cast *command undead*, your duration is doubled.

Appears In: Ultimate Magic

Focused Mind Trait

Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.

Benefit: You gain a +2 trait bonus on concentration checks.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Selyiel – Abilities & Gear

Forlorn **Trait**

Having lived outside of traditional elf society for much or all of your life, you know the world can be cruel, dangerous, and unforgiving of the weak. You gain a +1 trait bonus on Fortitude saving throws.

Appears In: Legacy of Fire, Advanced Player's Guide Traits, Ultimate Campaign

Breath Weapon (60-ft line, 6d8 acid, Reflex) **Racial Ability (Dragon, Black, J)**

Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

Damage Reduction (10/lethal) **Unknown**

You have Damage Reduction against non-lethal damage

Darkvision (60 feet) **Racial Ability, Senses**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Elven Magic **Racial Ability (Elf)**

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.

Energy Resistance, Acid (20) **Unknown**

You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) **Unknown**

You have the specified Energy Resistance against Cold attacks.

Fly (60 feet, Poor) **Unknown**

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Swim (60 feet) **Unknown**

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.

Bloodline Arcana: Undead (Ex) **Class Ability (Sorcerer)**

Some undead are susceptible to your mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

Grasp of the Dead (14d6 slashing, 1/day, Int) **Class Ability (Sorcerer)**

At 9th level, you can cause a swarm of skeletal arms to burst from the ground to rip and tear at your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 1d6 points of slashing damage per sorcerer level. Those caught in the area receive a Reflex save for half damage. Those who fail the save are unable to move for 1 round. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. The skeletal arms disappear after 1 round. The arms must burst up from a solid surface. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

Grave Touch (7 rds, 8/day) (Sp) **Class Ability (Sorcerer)**

Starting at 1st level, you can make a melee touch attack as a standard action that causes a living creature to become shaken for a number of rounds equal to 1/2 your sorcerer level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Ring of resistance +3 **Ring**

Protective symbols adorn this magic ring. It functions as a *cloak of resistance* with an equivalent bonus.

Construction

Requirements: Forge Ring, *resistance*, creator's caster level must be at least three times the ring's bonus; **Cost** 6,750 gp

Appears In: Ruins of Azlant

Ring of spell knowledge IV (Lightning Bolt) **Ring**

This ring comes in four types. All of them are useful only to spontaneous arcane spellcasters. Through study, the wearer can gain the knowledge of a single spell in addition to those allotted by her class and level. A ring of spell knowledge IV can hold up to 4th-level spells.

A ring of spell knowledge is only a storage space; the wearer must still encounter a written, active, or cast version of the spell and succeed at a DC 20 Spellcraft check to teach the spell to the ring. Thereafter, the arcane spellcaster may cast the spell as though she knew the spell and it appeared on her class' spell list.

Arcane spells that do not appear on the wearer's class list are treated as one level higher for all purposes (storage and casting).

Construction

Requirements: Forge Ring, creator must be able to cast spells of the spell level to be granted; **Cost** 12,000 gp

Appears In: Ultimate Equipment

Seltyiel – Abilities & Gear

Quicken metamagic rod (lesser, 3/day) Rod

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat. Lesser metamagic rods can be used with spells of 3rd level or lower.

Construction

Requirements: Craft Rod, Quicken Spell feat; **Cost** 17,500 gp

Amulet of natural armor +4 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +4.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 16,000 gp

Anathema archive (1/day) Wondrous Item

This unusually heavy scroll consists of a rather long sheet of supple, impossible-to-tear parchment wound between two rods. When the *anathema archive* is opened, it presents a tangle of Thassilonian runes to the observer. Each time the scroll is unfurled, the runes are in a different order, the contents of the archive shifting according to the user's state of mind and desires each time it is used. The archive itself can be used for two purposes: to cast ancient spells and to divulge lore about hateful secrets and hidden horrors.

When using the *anathema archive* to cast spells, the user can either simply open it (in which case it randomly opens to one of the new Thassilonian spells presented earlier in this chapter) or the user can attempt to force the *anathema archive* to open to a specific spell from that list or to any arcane spell she knows how to cast. Doing so requires a Spellcraft check (DC = 20 + double spell level) - failure indicates the archive opens to a random spell from this chapter's seven earlier options. Whatever spell the *anathema archive* is opened to, the user may cast that spell from the scroll as if she were casting a spell from a normal scroll, save that the spell is not consumed from the *anathema archive* upon being cast.

When used for research, the *anathema archive* grants a +10 insight bonus into any one Knowledge check associated with sinister or frightening ancient topics (subject to the GM's discretion - sample subjects include evil outsiders, runelords, Thassilon, Leng, evil religions, or undead). This allows a character to make the Knowledge skill check untrained. Each time a character uses the *anathema archive*, her mind becomes increasingly haunted and unhinged. Upon using the archive, the user must make a Will save (DC = 15 + twice the total number of times the user has used the *anathema archive*). Failure results in the user taking 1d4 points of Wisdom drain and becoming confused for a number of rounds equal to 1 + the total number of times she has used the artifact.

The *anathema archive* closes automatically each time it is used, and cannot be opened again for 24 hours by any force.

Destruction

The *anathema archive* must be eaten by an angel who has been rendered deaf and blind by an evil source - the angel must not know that it is eating an artifact.

Appears In: Rise of the Runelords Anniversary Edition

Title - Seltyiel (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2017/11/20

XP Reward: 445000 XP; **Net Cash:**

- no notes -