

		,	RACIAL ABILITIES
		,	Low-Light Vision
OAMBAION.		XP Progress	Elven Immunities: Immune to magic sleep, +2 racial saving throw bonus vs enchantment spells and effects
CAMPAIGN	MAGIC	EXPERIENCE POINTS	Elven Magic: +2 caster level checks, +2 spellcraft skill checks to identify magic items Keen Senses: +2 perception skill checks
ITEM	Wgt		Weapon Familiarity: Proficient with Longbows, longswords, shortbow and weapons with the word 'elven' in the name
Head (headband, hat, helmet, or phylactery)		Shoulders (cloak, cape, or mantle - over a robe or suit of armor)	Low-Light Vision
Headband of Vast Intellect +4	1.00	Cloak of Resistance +3 1.00	
Eyes (pair of lenses or goggles)		Arms/Wrists (pair of bracers or bracelets)	
Neck (amulet, brooch, medallion, necklace, periapt, or	scarab)	Hand (one glove, pair of gloves, or pair of gauntlets)	
Amulet of Natural Armour +1	-		LANGUAGES
Torso (vest, vestment, or shirt)		Finger (ring)	Racial: Elven, Common, Sylvan, Celestial, Draconic, Gnoll, Gnome
		Ring of Protection +2 -	
Body (robe or suit of armor - over a vest, vestment, o	shirt)	Finger (ring)	TRAITS
		-	¹ Suspicious: +1 trait bonus to Sense Motive and Sense Motive is a class skill
Waist (belt - over a robe or suit of armor)		Feet (pair of boots or shoes) Boots of the Winterland 1.00	Focused Mind: +2 to concentration checks
GEAR	OTHER	POSSESSIONS	CLASS ABILITIES
GEAR CARRIED	OTTL	GEAR STORED	Cantrips: Level 0 Spells at will
ITEM	Wgt	ITEM Wgt	Witch's Familiar
Mithral Rapier	2.00		Hausey (Dance Direction Court Limitation): Court 22: 40 + Level (2/15) + let (2)
	+		Hexes: (Range, Duration, Save, Limitation): Save: 23: 10 + Level /2 (5) + Int (8) Evil Eye (Su): Range 30 ft, 3 + INT rounds (11), Will, none
	+	 	Ward (su): ?, Until Hit of Save Failed, N/A, Only One Active Warded Creature
	1		Slumber (Su): Touch, Until Woken (Std Action or Damage), Will, 1/target/day
			Fortune (Su): Touch, 2 rounds, n/a, 1/target/day
			Cackle (Su): 30 feet, n/a, n/a, n/a) Extend the duration of any active Agony, Charm Fortun
	1		Misfortune (Su): touch, 2 rounds, Will, 1/target/day
Handi Hayaraal			Maior Hause
Handy Haversack	5.00		Major Hexes: Retribution (Su): ?, INT Rounds (7), Will, none
			Retribution (Su). ?, INT Rounds (7), Will, Hone
			ARMOR & WEAPON PROFICIENCIES
			Armor: none
			Weapons: simple
			Longbows, longswords, shortbow and weapons with the word 'elven' in the name are trea
	_		FFATO
	-		FEATS I Alertness: +2 bonus to Perception and Sense Motive (+4 / 10 ranks)
			Weapon Finesse: Use dexterity in lieu of Strength with light weapons
			3 Spell Focus (Necromancy): +1 DC to resist necromancy spells
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Mithral Rapier			Spell Focus (Necromancy): +1 DC to resist necromancy spells Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells
Mithral Rapier			3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks
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Mithral Rapier			3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks
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	10.00		3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks 9 Spell Penetration: +2 on Caster Level Check to overcome SR 11 11 11 11 11 11 11 11 11 11 11 11 11
Total Carrying	10.00		3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks 9 Spell Penetration: +2 on Caster Level Check to overcome SR 11 11 11 11 11 11 11 11 11 11 11 11 11
	10.00	MONEY WEIGHT	3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks 9 Spell Penetration: +2 on Caster Level Check to overcome SR 11 11 11 11 11 11 11 11 11 11 11 11 11
Total Carrying	10.00	Platinum : 40 -	3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks 9 Spell Penetration: +2 on Caster Level Check to overcome SR 11 11 11 11 11 11 11 11 11 11 11 11 11
Total Carrying CARRYING INFO	10.00		3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks 9 Spell Penetration: +2 on Caster Level Check to overcome SR 11 11 11 11 11 11 11 11 11 11 11 11 11
Total Carrying CARRYING INFO 23 46 70	10.00	Platinum : 40 - Gold : 55 -	3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks 9 Spell Penetration: +2 on Caster Level Check to overcome SR 11 11 11 11 11 11 11 11 11 11 11 11 11
Total Carrying CARRYING INFO 23 46 70	10.00	Platinum : 40 - Gold : 55 - Silver :	3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks 9 Spell Penetration: +2 on Caster Level Check to overcome SR 11 11 11 11 11 11 11 11 11 11 11 11 11
Total Carrying CARRYING INFO 23 46 70 LIGHT LOAD MED LOAD HEAVYLOAD	10.00	Platinum : 40 - Gold : 55 - Silver : - Copper : -	3 Spell Focus (Necromancy): +1 DC to resist necromancy spells 5 Greater Spell Focus (Necromancy): +1 DC to resist necromancy spells 7 Combat Casting: +4 to concentration checks 9 Spell Penetration: +2 on Caster Level Check to overcome SR 11 11 11 11 11 11 11 11 11 11 11 11 11

		LS & AE	BILITI	ES		CAS	TER LEVE	EL	SPELL DCs Arcane Spell 7%
	Mem. NAME	School	PAGE 249	Mem.	Mending NAME	School Tran	PAGE 312	1 ≽ ¬ ¬	
	Bleed Dancing Lights		263		Message	Tran	313	TODAY	SAVE TOTAL SPELLS BONUS TOTAL DC LEVEL PER DAY PER DAY SPELLS KNOWN
	Dancing Lights Daze	Ench			Read Magic	Div	330	CAST	18 0 At Will 4
0	Detect Magic	Div	267		Resistance	Abj	334		19 1 6 4 2
	Detect Magic	Div	268		Stabilize	Conj		SPELLS L L	
	Guidance	Div	292		Touch of Fatigue			ר ר≼	2 0 2 6 4 2
	Light	Evo	304		Todon or rangue		000	TODAY	21 3 5 3 2
	Mem. NAME	School	PAGE	Mem.	NAME	School	PAGE	CASTI	
	(f) Shield of Faith	Abj	342		Obscuring Mist	Conj		LS CA	22 4 5 3 2
	Cause Fear	Nec.	252		Ray of Enfeeblement	nec	329	SPELLS	23 5 3 2 1
1 st	Charm Person	Ench	254 299		Reduce Person	Tran	330		
	Identify Mage Armour	Div Conj	306		Sleep Unseen Servant	Ench	344 364	T0DAY	
	IMage Affiloui	Conj	300		Onseen Servani	Conj	304		7 1
	Mem. NAME	School	PAGE	Mem.	NAME	School	PAGE	SOAST	8 1 1
	(f) Owl's Wisdom	Tran	318		Scare	Nec	336	ELLS	
2 nd	Augury	Div	245		See Invisibility	Div	339	유니	9
2	Blindness/Deafness	Nec.	250		Spectral Hand	Nec	346	T0DAY	Short: 50 Med: 200 Long: 800 KEY ABILITY Int / 8
	Glitterdust	Cong	290		Touch of Idiocy	Ench			Hex's
	Hold Person	Ench	296 PAGE	Mem.	NAME	School	PAGE	CAST _	Hexes: (Range, Duration, Save, Limitation):
	(f) Magic Vestments	Tran	310		Sleet Storm	Conj	344	SPELLS	Save: 23: 10 + Level /2 (5) + Int (8)
Ш.	Bestow Curse	Nec	247		Spectral Hand	Nec	346	~ 기	Evil Eye (Su): Range 30 ft, 3 + INT rounds (11), Will, none
3 rd	Deep Slumber	Ench	265		Vampiric Touch	Nec	364	ן ר	Ward (su): ?, Until Hit of Save Failed, N/A, Only One Active Ward
	Dispel Magic	Abj	272					TODAY	Slumber (Su): Touch, Until Woken (Std Action or Damage), Will, 1
	Ray of Exhaustion	Nec	330					CAST.	Fortune (Su): Touch, 2 rounds, n/a, 1/target/day
	Mem. NAME (f) Lesser Globe of Invulnerability	School	PAGE 290	Mem.	NAME Dimension Door	School	PAGE 269	is I	Cackle (Su): 30 feet, n/a, n/a, n/a) Extend the duration of any acti
	Black Tentacles	Conj	248		Enervation	Nec	277	SPELLS	Misfortune (Su): touch, 2 rounds, Will, 1/target/day
ath.	Charm Monster	Ench	254		Fear	Nec	281		
4 th	Crushing Despair	Ench	262			1100	201	CASTTODAY L L J	Major Hexes
	Confusion	Ench	258					ST T	Retribution (Su): ?, INT Rounds (7), Will, none
								808	
	Mem. NAME	School	PAGE	Mem.	NAME	School	PAGE	SPELLS	
	(f) Dream	Illu	274		Feeblemind	Ench	281		-
5 th	Baleful Polymorph	Tran	246		Hold Monster	Ench	296	TODAY F L	
•	Break Enchantment	Abj	251		Waves of Fatigue	Nec	368		
		_				+		SCAST	
	Mem. NAME	School	PAGE	Mem.	NAME	School	PAGE	SPELLS	
								유니	_
6 th								TODAY	
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	Mem. NAME	School	PAGE	Mem.	NAME	School	PAGE	CAST	
					. Cont			PELLS	
7 th								<u>₩</u> _ ¬	
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								70DAY	FAMILIAR & BOND ITEM
	Mem. NAME	School	PAGE	Mem.	NAME	School	PAGE	CAST	Yrael
8 th								LIS L	NAME
8"								SPELLS	Owl
								>:	RACE/TEMPLATE Witch 10
	Mem. NAME	School	PAGE	Mem.	NAME	School	PAGE	100AY 100AY	CLASS LEVEL/HD
								AST.	ABILITY TOTAL DEFENSE TOTAL TOTAL
9 th						_		SPELLS CAST	STR 6 AC 20 CMB
						-		SPELL	DEX 17 FORT 4 CMD
					<u> </u>		<u> </u>		CON 11 REF 8
			SCR	OLL	S				
									INT 10 WILL 7
				_					- WIS 15 SPD 10, Fly 60
 									
 									CHA 6 HP 28
 				_					ATTACK BONUSES ATTACK 1ST 2ND 3RD 4TH DAMAGE & CRIT.
 									2 Talons 8 8 1d4-2
<u> </u>									
 				_					SPECIAL ABILITIES & QUALITIES
 				_					Alerthope
 				_					Alertness Speak with animals of its kind Empathetic Link Imbue with Spells
 				5—					Improved Evasion
 									Share Spells
				_					Store Spells
				_					Deliver Touch Spells
									Speak with Master
									<u>· · </u>

BACKGROUND / DEVELOPMENTS	PORTRAIT / SYMBOL
Ranna was born to a small cult of	
- Training that both to a small out of	All the second s
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REGIONS / PLACES	PEOPLE / ORGANIZATIONS
Ranna grew up in the Moonwood, a forest in the Silvery Marches home to bands of Wood Elves,	Image used without permission of aritist: http://hacklllover.deviantart.com/art/night-wanderer-done-6694156
Moon Elves and Lycanthropes.	
	http://fc07.deviantart.net/fs51/f/2009/279/f/7/Moon_Elf_by_chanandra.jpg
Mith	
CREATURES	OTHER NOTES
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