

Seltyiel (1)



Male half-elf fighter 1 - CR 1/2

Lawful Evil Humanoid (Elf, Human); Deity: **Asmodeus**;
Age: **24**; Height: **5' 4"**; Weight: **145lb**.

| Ability | Score | Modifier | Temporary |
|----------------------------|-----------|-----------|-----------|
| STR STRENGTH | 12 | +1 | |
| DEX DEXTERITY | 17 | +3 | |
| CON CONSTITUTION | 13 | +1 | |
| INT INTELLIGENCE | 14 | +2 | |
| WIS WISDOM | 8 | -1 | |
| CHA CHARISMA | 10 | 0 | |



| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|---------------------------------------|-----------|-----------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +3 = | +2 | +1 | | | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |
| REFLEX (DEXTERITY) | +3 = | | +3 | | | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |
| WILL (WISDOM) | -1 = | | -1 | | | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |

| Elven Immunities | | Elven Immunities - Sleep | | | | | | |
|---|---------------------------------|--------------------------|---------------------|------|-------|--------|-------|-----------|
| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
| AC 15 = | +2 | | +3 | | | | | +5 |
| Touch AC 13 | Flat-Footed AC 12 | | | | | | | |
| | BAB | Strength | Size | Misc | | | | |
| CM Bonus +2 = | +1 | +1 | | | | | | |
| | BAB | Strength | Dexterity | Size | | | | |
| CM Defense 15 = 10 | +1 | +1 | +3 | | | | | |
| Base Attack | +1 | | HP 11 | | | | | |
| | Damage / Current HP | | | | | | | |
| Initiative | +3 | | | | | | | |
| Speed | 30 ft | | | | | | | |

| Dagger | |
|------------------------------------|--|
| Main hand: +2, 1d4+1 | Crit: 19-20/x2 Rng: 10' Light, P/S |
| Ranged: +4, 1d4+1 | |
| Longsword | |
| Main hand: +3, 1d8+1 | Crit: 19-20/x2 1-hand, S |
| Both hands: +3, 1d8+1 | |
| Shortbow | |
| Ranged, both hands: +4, 1d6 | Crit: x3 Rng: 60' 2-hand, P |

| Skill Name | Total | Ability | Ranks | Temp |
|---------------------------|-----------|----------|-------|------|
| Acrobatics | +3 | DEX (3) | - | |
| Appraise | +2 | INT (2) | - | |
| Bluff | +0 | CHA (0) | - | |
| Climb | +1 | STR (1) | - | |
| Craft (alchemy) | +6 | INT (2) | 1 | |
| Diplomacy | +0 | CHA (0) | - | |
| Disguise | +0 | CHA (0) | - | |
| Escape Artist | +3 | DEX (3) | - | |
| Fly | +3 | DEX (3) | - | |
| Heal | -1 | WIS (-1) | - | |
| Intimidate | +4 | CHA (0) | 1 | |
| Knowledge (arcana) | +3 | INT (2) | 1 | |
| Perception | +5 | WIS (-1) | 1 | |
| Ride | +3 | DEX (3) | - | |
| Sense Motive | -1 | WIS (-1) | - | |
| Spellcraft | +3 | INT (2) | 1 | |
| Stealth | +3 | DEX (3) | - | |
| Survival | -1 | WIS (-1) | - | |
| Swim | +1 | STR (1) | - | |

| Feats | |
|----------------------------------|--|
| Armor Proficiency (Heavy) | |
| Armor Proficiency (Light) | |
| Armor Proficiency (Medium) | |
| Combat Expertise +/-1 | |
| Martial Weapon Proficiency - All | |
| Shield Proficiency | |
| Simple Weapon Proficiency - All | |
| Skill Focus (Perception) | |
| Tower Shield Proficiency | |
| Weapon Focus (Longsword) | |

| Special Abilities | |
|-------------------|--|
| Elf Blood | |
| Low-Light Vision | |

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Experience & Wealth

Experience Points: 0/2000
Current Cash: 8 gp

Gear

Total Weight Carried: 29/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

| | |
|-------------------------|----------|
| Acid | 1 lb |
| Alchemist's fire | 1 lb |
| Arrows x20 | 0.15 lbs |
| Artisan's outfit (Free) | - |
| Dagger | 1 lb |
| Flask of Fine Absinthe | 0.5 lbs |
| Gold Holy Symbol | 0.5 lbs |
| Leather armor | 15 lbs |
| Longsword | 4 lbs |
| Money | 0.16 lbs |
| Mysterious Spellbook | 1 lb |
| Shortbow | 2 lbs |

Tracked Resources

| | |
|------------------|---|
| Acid | <input type="checkbox"/> |
| Alchemist's fire | <input type="checkbox"/> |
| Arrows | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Dagger | <input type="checkbox"/> |

Languages

Common
Elven
Infernal

Background

Seltyiel grew up surrounded by shame and disgrace. Before he came of age, his stepfather attempted to kill him, but after Seltyiel turned the tables, he fled into the wild. Since then, his life has been a cruel series of betrayals and pain. Recently escaped from a period of imprisonment after his true father, a notorious bandit, set Seltyiel up to take the blame for his crimes, the halfelf longs for revenge against both his fathers.

Sourcebooks Used

(none)

Seltziel (11)

Male half-elf eldritch knight 5/fighter 1/conjurer 5 - CL11 - CR 10

Lawful Evil Humanoid (Elf, Human); Deity: **Asmodeus**;
Age: **24**; Height: **5' 4"**; Weight: **145lb**.

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 12 | +1 | |
| DEX DEXTERITY | 18/20 | +4/+5 | |
| CON CONSTITUTION | 13 | +1 | |
| INT INTELLIGENCE | 15 | +2 | |
| WIS WISDOM | 8 | -1 | |
| CHA CHARISMA | 10 | 0 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|---------------------------------------|
| FORTITUDE (CONSTITUTION) | +9 = | +6 | +1 | +2 | | | Elven Immunities: +2 vs. enchantments |
| REFLEX (DEXTERITY) | +10 = | +3 | +5 | +2 | | | Elven Immunities: +2 vs. enchantments |
| WILL (WISDOM) | +7 = | +6 | -1 | +2 | | | Elven Immunities: +2 vs. enchantments |

| Elven Immunities | | Elven Immunities - Sleep | | | | | | |
|--------------------|--------------------------|--------------------------|-----|------|-------|--------|-------|------|
| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
| AC 25 = | +6 | | +5 | | | +3 | +1 | +15 |
| Touch AC 19 | Flat-Footed AC 19 | | | | | | | |

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

| CM Bonus | BAB | Strength | Size | Misc |
|----------|-----|----------|------|------|
| +9 = | +8 | +1 | - | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|----------|-----------|------|
| 28 = 10 | +8 | +1 | +5 | - |

See the AC section (above) for situational modifiers that may also apply to CMD

| | | | |
|--------------------|-------|---------------------|----|
| Base Attack | +8 | HP | 72 |
| Initiative | +5 | Damage / Current HP | |
| Speed | 30 ft | | |

+1 composite longbow

Ranged, both hands: **+14/+9, 1d8+1** Crit: x3
Rng: 110'
2-hand, P

+3 Spell Storing Longsword

Main hand: **+13/+8, 1d8+6** Crit: 19-20/x2
Both hands: **+13/+8, 1d8+6** 1-hand, S



| Skill Name | Total | Ability | Ranks | Temp |
|---------------------------|-------|----------|-------|------|
| Acrobatics | +5 | DEX (5) | - | |
| Appraise | +2 | INT (2) | - | |
| Bluff | +0 | CHA (0) | - | |
| Climb | +1 | STR (1) | - | |
| Craft (alchemy) | +12 | INT (2) | 7 | |
| Diplomacy | +0 | CHA (0) | - | |
| Disguise | +0 | CHA (0) | - | |
| Escape Artist | +5 | DEX (5) | - | |
| Fly | +12 | DEX (5) | 1 | |
| Heal | -1 | WIS (-1) | - | |
| Intimidate | +8 | CHA (0) | 5 | |
| Knowledge (arcana) | +16 | INT (2) | 11 | |
| Perception | +12 | WIS (-1) | 6 | |
| Ride | +5 | DEX (5) | - | |
| Sense Motive | +7 | WIS (-1) | 3 | |
| Spellcraft | +16 | INT (2) | 11 | |
| Stealth | +5 | DEX (5) | - | |
| Survival | -1 | WIS (-1) | - | |
| Swim | +1 | STR (1) | - | |

Feats

Alertness
Arcane Armor Mastery
Arcane Armor Training
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Casting
Combat Expertise +/-3
Dodge
Extend Spell
Martial Weapon Proficiency - All
Mobility
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Spring Attack
Tower Shield Proficiency
Weapon Focus (Longsword)

Feats

Weapon Specialization (Longsword)
Wizard Weapon Proficiencies

Dagger

Main hand: **+9/+4, 1d4+1**

Crit: 19-20/x2

Rng: 10'

Ranged: **+13/+8, 1d4+1**

Light, P/S

+3 studded leather

+6

Max Dex: +5, Armor Check: -

Spell Fail: 15%, Light

Gear

**Total Weight Carried: 38/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

| | |
|---|----------|
| +1 arrows x20 | 0.15 lbs |
| +1 composite longbow | 3 lbs |
| +3 Spell Storing Longsword | 4 lbs |
| +3 studded leather | 20 lbs |
| Artisan's outfit (Free) | - |
| Belt of incredible dexterity +2 | 1 lb |
| Cloak of resistance +2 | 1 lb |
| Dagger | 1 lb |
| Everburning torch | 1 lb |
| Flask of Fine Absinthe | 0.5 lbs |
| Gold Holy Symbol | 0.5 lbs |
| Money <In: Storage> | 14.2 lbs |
| Ring of protection +3 | - |
| Scroll of greater invisibility (CL 7th) | - |
| Scroll of greater invisibility (CL 7th) | - |
| Scroll of scorching ray | - |
| Scroll of summon monster iv | - |
| Scroll of summon monster iv | - |
| Spellbook | 3 lbs |
| Wand of magic missile | - |

Special Abilities

Conjuration
Deliver Touch Spells Through Familiar (Su)
Elf Blood
Empathic Link with Familiar (Su)
Enchantment
Familiar Bonus: +3 to Fly checks
Illusion
Low-Light Vision
Share Spells with Familiar
Speak with Familiar (Ex)
Spell Storing ((Choose stored spell))
Summoner's Charm (+2 rds) (Su)

Spell-Like Abilities

Acid Dart (1d6+2 acid, 5/day) (Sp)

Tracked Resources

+1 arrows

Dagger

Experience & Wealth

Experience Points: **155000/220000**

Current Cash: **710 gp**

Tracked Resources

Wand of magic missile

Languages

Common

Infernal

Elven

Spells & Powers

Conjurer spells memorized (CL 9th; concentration +11)

Melee Touch +9/+4 **Ranged Touch** +13/+8

5th—*polymorph, teleport*

4th—*dimension door, fire shield, ice storm*

3rd—*fireball* (DC 15), *fireball* (DC 15), *stinking cloud* (DC 15), *vampiric touch*

2nd—*bull's strength, glitterdust* (DC 14), *glitterdust* (DC 14), *mirror image, scorching ray*

1st—*burning hands* (DC 13), *enlarge person* (DC 13), *magic missile, shield, summon monster I, true strike*

0th (at will)—*acid splash, bleed* (DC 12), *detect magic, read magic*

Companions

Dargenti

Male bat (*Pathfinder RPG Bestiary* 131)

N Diminutive magical beast (animal)

Init +2; **Senses** blindsense 20 ft., low-light vision;
Perception +15

Defense

AC 19, touch 16, flat-footed 17 (+2 Dex, +3 natural, +4 size)

hp 36 (1d8)

Fort +4, **Ref** +5, **Will** +8

Offense

Speed 5 ft., fly 40 ft. (good)

Melee bite +14 (1d3-5)

Space 1 ft.; **Reach** 0 ft.

Statistics

Str 1, **Dex** 15, **Con** 6, **Int** 8, **Wis** 14, **Cha** 5

Base Atk +8; **CMB** +6; **CMD** 11

Feats Weapon Finesse

Skills Acrobatics +2 (-10 to jump), Fly +16, Intimidate +2, Knowledge (arcana) +10, Perception +15, Sense Motive +5, Spellcraft +10; **Racial Modifiers** +4 Perception

SQ improved evasion

Background

Seltyiel grew up surrounded by shame and disgrace. Before he came of age, his stepfather attempted to kill him, but after Seltyiel turned the tables, he fled into the wild. Since then, his life has been a cruel series of betrayals and pain. Recently escaped from a period of imprisonment after his true father, a notorious bandit, set Seltyiel up to take the blame for his crimes, the halfelf longs for revenge against both his fathers.

Sourcebooks Used

(none)

Dargenti



Male bat - CL1 - CR 1/8

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 1 | -5 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 6 | -2 | |
| INT INTELLIGENCE | 8 | -1 | |
| WIS WISDOM | 14 | +2 | |
| CHA CHARISMA | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +4 = | +6 | -2 | | | | |
| REFLEX (DEXTERITY) | +5 = | +3 | +2 | | | | |
| WILL (WISDOM) | +8 = | +6 | +2 | | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|----------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 19 = | | | +2 | +4 | +3 | | | +9 |

| Touch AC | Flat-Footed AC |
|----------|----------------|
| 16 | 17 |

| CM Bonus | BAB | Dexterity | Size | Misc |
|----------|-----|-----------|------|------|
| +6 = | +8 | +2 | -4 | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|----------|-----------|------|
| 11 = 10 | +8 | -5 | +2 | -4 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +8 | HP | 36 |
|--------------------|----|-----------|----|

| | | |
|-------------------|------|---------------------|
| Initiative | +2 | Damage / Current HP |
| Speed | 5 ft | |

Bite (Bat)

Main hand: **+14, 1d3-5**

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|---|-------|----------|-------|------|
| Acrobatics Speed greater/less than 30 ft. : -12 to jump | +2 | DEX (2) | - | |
| Appraise | -1 | INT (-1) | - | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +2 | DEX (2) | - | |
| Diplomacy | -3 | CHA (-3) | - | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +2 | DEX (2) | - | |
| Fly | +16 | DEX (2) | 1 | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | +2 | CHA (-3) | (5) | |
| Knowledge (arcana) | +10 | INT (-1) | (11) | |
| Perception | +15 | WIS (2) | (6) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +5 | WIS (2) | (3) | |
| Spellcraft | +10 | INT (-1) | (11) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +2 | DEX (2) | - | |

Feats

Weapon Finesse

Special Abilities

Blindsense (20 feet) (Ex)
Flight (40 feet, Good)
Improved Evasion (Ex)
Low-Light Vision

Gear

Total Weight Carried: 0/2.5 lbs, Light Load
(Light: 0.75 lbs, Medium: 1.5 lbs, Heavy: 2.5 lbs)
Money -

Experience & Wealth

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

Sourcebooks Used

- **Bestiary Familiars** - Bat (race)

Seltyiel (3)

Male half-elf fighter 1/conjurer 2 - CL3 - CR 2

Lawful Evil Humanoid (Elf, Human); Deity: **Asmodeus**;
Age: **24**; Height: **5' 4"**; Weight: **145lb**.

| Ability | Score | Modifier | Temporary |
|----------------------------|-----------|-----------|-----------|
| STR STRENGTH | 12 | +1 | |
| DEX DEXTERITY | 17 | +3 | |
| CON CONSTITUTION | 13 | +1 | |
| INT INTELLIGENCE | 14 | +2 | |
| WIS WISDOM | 8 | -1 | |
| CHA CHARISMA | 10 | 0 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|---------------------------------------|-----------|------|-----------|-----------|-----------|------|-------|
| FORTITUDE (CONSTITUTION) | +4 | = | +2 | +1 | +1 | | |
| Elven Immunities: +2 vs. enchantments | | | | | | | |
| REFLEX (DEXTERITY) | +4 | = | | +3 | +1 | | |
| Elven Immunities: +2 vs. enchantments | | | | | | | |
| WILL (WISDOM) | +3 | = | +3 | -1 | +1 | | |
| Elven Immunities: +2 vs. enchantments | | | | | | | |

| Elven Immunities | | Elven Immunities - Sleep | | | | | | |
|-----------------------------|-------|--------------------------|-----------|---------------------------------|-----------|--------|-------|-----------|
| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
| AC 16 | = | +3 | | +3 | | | | +6 |
| Touch AC 13 | | | | Flat-Footed AC 13 | | | | |
| | | | BAB | Strength | Size | | Misc | |
| CM Bonus +3 | = | +2 | | +1 | | | | |
| | | | BAB | Strength | Dexterity | Size | | |
| CM Defense 16 | = | 10 | +2 | +1 | +3 | | | |
| Base Attack | | +2 | | | | | | |
| | | | | | | | | |
| Initiative | | +3 | | | | | | |
| Speed | | 30 ft | | | | | | |

Dagger

Main hand: **+3, 1d4+1** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4+1** Light, P/S

Longsword

Main hand: **+4, 1d8+1** Crit: 19-20/x2
Both hands: **+4, 1d8+1** 1-hand, S

Shortbow

Ranged, both hands: **+5, 1d6** Crit: x3
Rng: 60'
2-hand, P



| Skill Name | Total | Ability | Ranks | Temp |
|---------------------------|------------|----------|-------|------|
| Acrobatics | +3 | DEX (3) | - | |
| Appraise | +2 | INT (2) | - | |
| Bluff | +0 | CHA (0) | - | |
| Climb | +1 | STR (1) | - | |
| Craft (alchemy) | +7 | INT (2) | 2 | |
| Diplomacy | +0 | CHA (0) | - | |
| Disguise | +0 | CHA (0) | - | |
| Escape Artist | +3 | DEX (3) | - | |
| Fly | +12 | DEX (3) | 3 | |
| Heal | -1 | WIS (-1) | - | |
| Intimidate | +5 | CHA (0) | 2 | |
| Knowledge (arcana) | +8 | INT (2) | 3 | |
| Perception | +7 | WIS (-1) | 1 | |
| Ride | +3 | DEX (3) | - | |
| Sense Motive | +2 | WIS (-1) | 1 | |
| Spellcraft | +8 | INT (2) | 3 | |
| Stealth | +3 | DEX (3) | - | |
| Survival | -1 | WIS (-1) | - | |
| Swim | +1 | STR (1) | - | |

Feats

Alertness
Arcane Armor Training
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Expertise +/-1
Martial Weapon Proficiency - All
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Tower Shield Proficiency
Weapon Focus (Longsword)
Wizard Weapon Proficiencies

Special Abilities

Abjuration
Conjuration
Elf Blood

Dargenti



Male bat - CL1 - CR 1/8

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 1 | -5 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 6 | -2 | |
| INT INTELLIGENCE | 6 | -2 | |
| WIS WISDOM | 14 | +2 | |
| CHA CHARISMA | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +0 | = | +2 | -2 | | | |
| REFLEX (DEXTERITY) | +4 | = | +2 | +2 | | | |
| WILL (WISDOM) | +5 | = | +3 | +2 | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|--------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 17 | = | | +2 | +4 | +1 | | | +7 |

| Touch AC | Flat-Footed AC | BAB | Dexterity | Size | Misc |
|----------|----------------|-----|-----------|------|------|
| 16 | 15 | | | | |

| CM Bonus | BAB | Strength | Dexterity | Size |
|----------|-----|----------|-----------|------|
| +0 | +2 | +2 | -4 | - |

| CM Defense | BAB | Strength | Dexterity | Size | |
|------------|------|----------|-----------|------|----|
| 5 | = 10 | +2 | -5 | +2 | -4 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +2 | HP | 10 |
|--------------------|----|-----------|----|

| | | |
|-------------------|------|---------------------|
| Initiative | +2 | Damage / Current HP |
| Speed | 5 ft | |

Bite (Bat)

Main hand: **+8, 1d3-5**

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|---|------------|----------|-------|------|
| Acrobatics Speed greater/less than 30 ft. : -12 to jump | +2 | DEX (2) | - | |
| Appraise | -2 | INT (-2) | - | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +2 | DEX (2) | - | |
| Diplomacy | -3 | CHA (-3) | - | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +2 | DEX (2) | - | |
| Fly | +18 | DEX (2) | (3) | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | -1 | CHA (-3) | (2) | |
| Knowledge (arcana) | +1 | INT (-2) | (3) | |
| Perception | +10 | WIS (2) | (1) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +3 | WIS (2) | (1) | |
| Spellcraft | +1 | INT (-2) | (3) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +2 | DEX (2) | - | |

Feats

Weapon Finesse

Special Abilities

Blindsense (20 feet) (Ex)
Flight (40 feet, Good)
Improved Evasion (Ex)
Low-Light Vision

Gear

Total Weight Carried: 0/2.5 lbs, Light Load
(Light: 0.75 lbs, Medium: 1.5 lbs, Heavy: 2.5 lbs)
Money -

Experience & Wealth

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

Sourcebooks Used

- **Bestiary Familiars** - Bat (race)

Seltyiel (5)

Male half-elf fighter 1/conjurer 4 - CL5 - CR 4

Lawful Evil Humanoid (Elf, Human); Deity: **Asmodeus**;

Age: 24; Height: 5' 4"; Weight: 145lb.

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 12 | +1 | |
| DEX DEXTERITY | 17/19 | +3/+4 | |
| CON CONSTITUTION | 13 | +1 | |
| INT INTELLIGENCE | 15 | +2 | |
| WIS WISDOM | 8 | -1 | |
| CHA CHARISMA | 10 | 0 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|---------------------------------------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +5 = | +3 | +1 | +1 | | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |
| REFLEX (DEXTERITY) | +6 = | +1 | +4 | +1 | | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |
| WILL (WISDOM) | +4 = | +4 | -1 | +1 | | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |

| Elven Immunities | | Elven Immunities - Sleep | | | | | | |
|---------------------------|--------------------------|--------------------------|---------------------|------|-------|--------|-------|------|
| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
| AC 17 = | +3 | | +4 | | | | | +7 |
| Touch AC 14 | Flat-Footed AC 13 | | | | | | | |
| | BAB | Strength | Size | Misc | | | | |
| CM Bonus +4 = | +3 | +1 | - | - | | | | |
| | BAB | Strength | Dexterity | Size | | | | |
| CM Defense 18 = 10 | +3 | +1 | +4 | - | | | | |
| Base Attack | +3 | | HP 31 | | | | | |
| | | | Damage / Current HP | | | | | |
| Initiative | +4 | | | | | | | |
| Speed | 30 ft | | | | | | | |

+1 longsword

Main hand: **+6, 1d8+2** Crit: 19-20/x2
Both hands: **+6, 1d8+2** 1-hand, S

Dagger

Main hand: **+4, 1d4+1** Crit: 19-20/x2
Ranged: **+7, 1d4+1** Rng: 10'
Light, P/S

Masterwork shortbow

Ranged, both hands: **+8, 1d6** Crit: x3
Rng: 60'
2-hand, P



| Skill Name | Total | Ability | Ranks | Temp |
|---------------------------|-------|----------|-------|------|
| Acrobatics | +4 | DEX (4) | - | |
| Appraise | +2 | INT (2) | - | |
| Bluff | +0 | CHA (0) | - | |
| Climb | +1 | STR (1) | - | |
| Craft (alchemy) | +9 | INT (2) | 4 | |
| Diplomacy | +0 | CHA (0) | - | |
| Disguise | +0 | CHA (0) | - | |
| Escape Artist | +4 | DEX (4) | - | |
| Fly | +7 | DEX (4) | - | |
| Heal | -1 | WIS (-1) | - | |
| Intimidate | +8 | CHA (0) | 5 | |
| Knowledge (arcana) | +10 | INT (2) | 5 | |
| Perception | +9 | WIS (-1) | 3 | |
| Ride | +4 | DEX (4) | - | |
| Sense Motive | +2 | WIS (-1) | 1 | |
| Spellcraft | +10 | INT (2) | 5 | |
| Stealth | +4 | DEX (4) | - | |
| Survival | -1 | WIS (-1) | - | |
| Swim | +1 | STR (1) | - | |

Feats

Alertness
Arcane Armor Training
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Casting
Combat Expertise +/-1
Martial Weapon Proficiency - All
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Tower Shield Proficiency
Weapon Focus (Longsword)
Wizard Weapon Proficiencies

Special Abilities

Abjuration
Conjuration

+1 leather armor

+3

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 33/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

| | |
|---------------------------------|----------|
| +1 leather armor | 15 lbs |
| +1 longsword | 4 lbs |
| Acid | 1 lb |
| Alchemist's fire x2 | 1 lb |
| Arrows x20 | 0.15 lbs |
| Artisan's outfit (Free) | - |
| Belt of incredible dexterity +2 | 1 lb |
| Cloak of resistance +1 | 1 lb |
| Dagger | 1 lb |
| Everburning torch | 1 lb |
| Flask of Fine Absinthe | 0.5 lbs |
| Gold Holy Symbol | 0.5 lbs |
| Masterwork shortbow | 2 lbs |
| Money | 0.16 lbs |
| Mysterious Spellbook | 1 lb |
| Scroll of scorching ray | - |
| Scroll of summon monster iii | - |
| Scroll of web | - |
| Wand of magic missile | - |

Special Abilities

Deliver Touch Spells Through Familiar (Su)
 Elf Blood
 Empathic Link with Familiar (Su)
 Enchantment
 Familiar Bonus: +3 to Fly checks
 Low-Light Vision
 Share Spells with Familiar
 Summoner's Charm (+2 rds) (Su)

Spell-Like Abilities

Acid Dart (1d6+2 acid, 5/day) (Sp)

Tracked Resources

| | |
|-----------------------|--|
| Acid | <input type="checkbox"/> |
| Alchemist's fire | <input type="checkbox"/> <input type="checkbox"/> |
| Arrows | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Dagger | <input type="checkbox"/> |
| Wand of magic missile | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Languages

Common
Elven
Infernal

Experience & Wealth

Experience Points: **15000/23000**
 Current Cash: **8 gp**

Spells & Powers

Conjurer spells memorized (CL 4th; concentration +6)
Melee Touch +4 Ranged Touch +7
2nd—*bull's strength*, *glitterdust* (DC 14), *mirror image*, *scorching ray*
1st—*burning hands* (DC 13), *enlarge person* (DC 13), *magic missile*, *summon monster I*, *summon monster I*
0th (at will)—*acid splash*, *bleed* (DC 12), *dancing lights*, *detect magic*

Companions

Dargenti
 Male bat (*Pathfinder RPG Bestiary* 131)
 N Diminutive magical beast (animal)
Init +2; Senses blindsense 20 ft., low-light vision;
 Perception +12

Defense

AC 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)
hp 15 (1d8)
Fort +1, Ref +4, Will +6

Offense

Speed 5 ft., fly 40 ft. (good)
Melee bite +9 (1d3-5)
Space 1 ft.; **Reach** 0 ft.

Statistics

Str 1, **Dex** 15, **Con** 6, **Int** 7, **Wis** 14, **Cha** 5
Base Atk +3; **CMB** +1; **CMD** 6
Feats Weapon Finesse
Skills Acrobatics +2 (-10 to jump), Fly +16, Intimidate +2, Knowledge (arcana) +3, Perception +12, Sense Motive +3, Spellcraft +3; **Racial Modifiers** +4 Perception
SQ improved evasion

Background

Selyiel grew up surrounded by shame and disgrace. Before he came of age, his stepfather attempted to kill him, but after Selyiel turned the tables, he fled into the wild. Since then, his life has been a cruel series of betrayals and pain. Recently escaped from a period of imprisonment after his true father, a notorious bandit, set Selyiel up to take the blame for his crimes, the halfelf longs for revenge against both his fathers.

Sourcebooks Used

(none)

Dargenti



Male bat - CL1 - CR 1/8

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 1 | -5 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 6 | -2 | |
| INT INTELLIGENCE | 7 | -2 | |
| WIS WISDOM | 14 | +2 | |
| CHA CHARISMA | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +1 = | +3 | -2 | | | | |
| REFLEX (DEXTERITY) | +4 = | +2 | +2 | | | | |
| WILL (WISDOM) | +6 = | +4 | +2 | | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|----------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 18 = | | | +2 | +4 | +2 | | | +8 |

| | | | |
|-----------------|----|-----------------------|----|
| Touch AC | 16 | Flat-Footed AC | 16 |
|-----------------|----|-----------------------|----|

| CM Bonus | Total | BAB | Dexterity | Size | Misc |
|----------|-------|-----|-----------|------|------|
| +1 = | | +3 | +2 | -4 | - |

| CM Defense | Total | BAB | Strength | Dexterity | Size |
|------------|-------|-----|----------|-----------|------|
| 6 = | 10 | +3 | -5 | +2 | -4 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +3 | HP | 15 |
|--------------------|----|-----------|----|

| Initiative | Speed | Damage / Current HP |
|------------|-------|---------------------|
| +2 | 5 ft | |

Bite (Bat)

Main hand: **+9, 1d3-5**

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|--|-------|----------|-------|------|
| Acrobatics | +2 | DEX (2) | - | |
| Speed greater/less than 30 ft. : -12 to jump | | | | |
| Appraise | -2 | INT (-2) | - | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +2 | DEX (2) | - | |
| Diplomacy | -3 | CHA (-3) | - | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +2 | DEX (2) | - | |
| Fly | +16 | DEX (2) | 1 | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | +2 | CHA (-3) | (5) | |
| Knowledge (arcana) | +3 | INT (-2) | (5) | |
| Perception | +12 | WIS (2) | (3) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +3 | WIS (2) | (1) | |
| Spellcraft | +3 | INT (-2) | (5) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +2 | DEX (2) | - | |

Feats

Weapon Finesse

Special Abilities

Blindsense (20 feet) (Ex)
Flight (40 feet, Good)
Improved Evasion (Ex)
Low-Light Vision

Gear

Total Weight Carried: 0/2.5 lbs, Light Load
(Light: 0.75 lbs, Medium: 1.5 lbs, Heavy: 2.5 lbs)
Money -

Experience & Wealth

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

Sourcebooks Used

- **Bestiary Familiars** - Bat (race)

Seltyiel (7)

Male half-elf eldritch knight 1/fighter 1/conjurer 5 - CL7
- CR 6

Lawful Evil Humanoid (Elf, Human); Deity: **Asmodeus**;
Age: **24**; Height: **5' 4"**; Weight: **145lb**.

| Ability | Score | Modifier | Temporary |
|----------------------------|--------------|--------------|-----------|
| STR STRENGTH | 12 | +1 | |
| DEX DEXTERITY | 17/19 | +3/+4 | |
| CON CONSTITUTION | 13 | +1 | |
| INT INTELLIGENCE | 15 | +2 | |
| WIS WISDOM | 8 | -1 | |
| CHA CHARISMA | 10 | 0 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|---------------------------------------|------|-----------|-----------|-----------|------|-------|
| FORTITUDE (CONSTITUTION) | +6 | = | +4 | +1 | +1 | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |
| REFLEX (DEXTERITY) | +6 | = | +1 | +4 | +1 | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |
| WILL (WISDOM) | +4 | = | +4 | -1 | +1 | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |

| Elven Immunities | | Elven Immunities - Sleep | | | | | | |
|-----------------------|-----------|--------------------------|-----------|------|-----------|--------|-------|------|
| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
| AC | 20 | = | +4 | | +4 | | | |
| Touch AC | 16 | | | | | | | |
| Flat-Footed AC | 15 | | | | | | | |

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

| CM Bonus | +5 | = | BAB | Strength | Size | Misc |
|----------|----|---|-----------|-----------|------|------|
| | | | +4 | +1 | - | - |

| CM Defense | 21 | = | 10 | BAB | Strength | Dexterity | Size |
|------------|----|---|----|-----------|-----------|-----------|------|
| | | | | +4 | +1 | +4 | - |

See the AC section (above) for situational modifiers that may also apply to CMD

| | | | |
|--------------------|--------------|---------------------|-----------|
| Base Attack | +4 | HP | 46 |
| Initiative | +4 | Damage / Current HP | |
| Speed | 30 ft | | |

+1 composite longbow

Ranged, both hands: **+9, 1d8+1** Crit: x3
Rng: 110'
2-hand, P

+1 longsword

Main hand: **+7, 1d8+2** Crit: 19-20/x2
Both hands: **+7, 1d8+2** 1-hand, S



| Skill Name | Total | Ability | Ranks | Temp |
|---------------------------|------------|----------|-------|------|
| Acrobatics | +4 | DEX (4) | - | |
| Appraise | +2 | INT (2) | - | |
| Bluff | +0 | CHA (0) | - | |
| Climb | +1 | STR (1) | - | |
| Craft (alchemy) | +9 | INT (2) | 4 | |
| Diplomacy | +0 | CHA (0) | - | |
| Disguise | +0 | CHA (0) | - | |
| Escape Artist | +4 | DEX (4) | - | |
| Fly | +7 | DEX (4) | - | |
| Heal | -1 | WIS (-1) | - | |
| Intimidate | +8 | CHA (0) | 5 | |
| Knowledge (arcana) | +12 | INT (2) | 7 | |
| Perception | +9 | WIS (-1) | 3 | |
| Ride | +4 | DEX (4) | - | |
| Sense Motive | +6 | WIS (-1) | 2 | |
| Spellcraft | +12 | INT (2) | 7 | |
| Stealth | +4 | DEX (4) | - | |
| Survival | -1 | WIS (-1) | - | |
| Swim | +1 | STR (1) | - | |

Feats

Alertness
Arcane Armor Training
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Casting
Combat Expertise +/-2
Dodge
Extend Spell
Martial Weapon Proficiency - All
Mobility
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Tower Shield Proficiency
Weapon Focus (Longsword)
Wizard Weapon Proficiencies

Dagger

Main hand: **+5, 1d4+1**

Crit: 19-20/x2

Ranged: **+8, 1d4+1**

Rng: 10'
Light, P/S

+2 leather armor

+4

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 33/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

| | |
|---------------------------------|----------|
| +1 composite longbow | 3 lbs |
| +1 longsword | 4 lbs |
| +2 leather armor | 15 lbs |
| Arrows x20 | 0.15 lbs |
| Artisan's outfit (Free) | - |
| Belt of incredible dexterity +2 | 1 lb |
| Cloak of resistance +1 | 1 lb |
| Dagger | 1 lb |
| Everburning torch | 1 lb |
| Flask of Fine Absinthe | 0.5 lbs |
| Gold Holy Symbol | 0.5 lbs |
| Money | 0.16 lbs |
| Ring of protection +1 | - |
| Scroll of scorching ray | - |
| Scroll of summon monster iii | - |
| Scroll of web | - |
| Spellbook | 3 lbs |
| Wand of magic missile | - |

Special Abilities

Abjuration
 Conjunction
 Deliver Touch Spells Through Familiar (Su)
 Elf Blood
 Empathic Link with Familiar (Su)
 Enchantment
 Familiar Bonus: +3 to Fly checks
 Low-Light Vision
 Share Spells with Familiar
 Speak with Familiar (Ex)
 Summoner's Charm (+2 rds) (Su)

Spell-Like Abilities

Acid Dart (1d6+2 acid, 5/day) (Sp)

Tracked Resources

Arrows

 Dagger
 Wand of magic missile

Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **8 gp**

Languages

Common

Infernal

Elven

Spells & Powers

Conjurer spells memorized (CL 5th; concentration +7)

Melee Touch +5 Ranged Touch +8

3rd—*fireball* (DC 15), *stinking cloud* (DC 15)

2nd—*bull's strength*, *glitterdust* (DC 14), *mirror image*, *scorching ray*

1st—*burning hands* (DC 13), *enlarge person* (DC 13), *magic missile*, *summon monster I*, *summon monster I*

0th (at will)—*acid splash*, *bleed* (DC 12), *dancing lights*, *detect magic*

Companions

Dargenti

Male bat (*Pathfinder RPG Bestiary* 131)

N Diminutive magical beast (animal)

Init +2; Senses blindsense 20 ft., low-light vision;

Perception +12

Defense

AC 19, touch 16, flat-footed 17 (+2 Dex, +3 natural, +4 size)

hp 23 (1d8)

Fort +2, Ref +4, Will +6

Offense

Speed 5 ft., fly 40 ft. (good)

Melee bite +10 (1d3-5)

Space 1 ft.; **Reach** 0 ft.

Statistics

Str 1, **Dex** 15, **Con** 6, **Int** 8, **Wis** 14, **Cha** 5

Base Atk +4; **CMB** +2; **CMD** 7

Feats Weapon Finesse

Skills Acrobatics +2 (-10 to jump), Fly +16, Intimidate

+2, Knowledge (arcana) +6, Perception +12, Sense

Motive +4, Spellcraft +6; **Racial Modifiers** +4

Perception

SQ improved evasion

Background

Seltyiel grew up surrounded by shame and disgrace. Before he came of age, his stepfather attempted to kill him, but after Seltyiel turned the tables, he fled into the wild. Since then, his life has been a cruel series of betrayals and pain. Recently escaped from a period of imprisonment after his true father, a notorious bandit, set Seltyiel up to take the blame for his crimes, the halfelf longs for revenge against both his fathers.

Sourcebooks Used

(none)

Dargenti



Male bat - CL1 - CR 1/8

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 1 | -5 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 6 | -2 | |
| INT INTELLIGENCE | 8 | -1 | |
| WIS WISDOM | 14 | +2 | |
| CHA CHARISMA | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +2 = | +4 | -2 | | | | |
| REFLEX (DEXTERITY) | +4 = | +2 | +2 | | | | |
| WILL (WISDOM) | +6 = | +4 | +2 | | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|----------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 19 = | | | +2 | +4 | +3 | | | +9 |

| | |
|--------------------|--|
| Touch AC 16 | Flat-Footed AC 17 |
| | BAB Dexterity Size Misc |

| | | | | |
|----------------------|----|----|----|---|
| CM Bonus +2 = | +4 | +2 | -4 | - |
|----------------------|----|----|----|---|

| | | | | |
|--------------------------|-----|----------|-----------|------|
| CM Defense 7 = 10 | BAB | Strength | Dexterity | Size |
| | +4 | -5 | +2 | -4 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +4 | HP | 23 |
|--------------------|----|-----------|----|

| | | |
|-------------------|------|---------------------|
| Initiative | +2 | Damage / Current HP |
| Speed | 5 ft | |

Bite (Bat)

Main hand: **+10, 1d3-5**

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|--|-------|----------|-------|------|
| Acrobatics | +2 | DEX (2) | - | |
| Speed greater/less than 30 ft. : -12 to jump | | | | |
| Appraise | -1 | INT (-1) | - | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +2 | DEX (2) | - | |
| Diplomacy | -3 | CHA (-3) | - | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +2 | DEX (2) | - | |
| Fly | +16 | DEX (2) | 1 | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | +2 | CHA (-3) | (5) | |
| Knowledge (arcana) | +6 | INT (-1) | (7) | |
| Perception | +12 | WIS (2) | (3) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +4 | WIS (2) | (2) | |
| Spellcraft | +6 | INT (-1) | (7) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +2 | DEX (2) | - | |

Feats

Weapon Finesse

Special Abilities

Blindsense (20 feet) (Ex)
Flight (40 feet, Good)
Improved Evasion (Ex)
Low-Light Vision

Gear

Total Weight Carried: 0/2.5 lbs, Light Load
(Light: 0.75 lbs, Medium: 1.5 lbs, Heavy: 2.5 lbs)
Money -

Experience & Wealth

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

Sourcebooks Used

- **Bestiary Familiars** - Bat (race)

Seltyiel (9)

Male half-elf eldritch knight 3/fighter 1/conjurer 5 - CL9
- CR 8

Lawful Evil Humanoid (Elf, Human); Deity: **Asmodeus**;
Age: **24**; Height: **5' 4"**; Weight: **145lb**.

| Ability | Score | Modifier | Temporary |
|----------------------------|--------------|--------------|-----------|
| STR STRENGTH | 12 | +1 | |
| DEX DEXTERITY | 18/20 | +4/+5 | |
| CON CONSTITUTION | 13 | +1 | |
| INT INTELLIGENCE | 15 | +2 | |
| WIS WISDOM | 8 | -1 | |
| CHA CHARISMA | 10 | 0 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|---------------------------------------|------|-----------|-----------|-----------|------|-------|
| FORTITUDE (CONSTITUTION) | +8 | = | +5 | +1 | +2 | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |
| REFLEX (DEXTERITY) | +9 | = | +2 | +5 | +2 | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |
| WILL (WISDOM) | +6 | = | +5 | -1 | +2 | | |
| | Elven Immunities: +2 vs. enchantments | | | | | | |

| Elven Immunities | | Elven Immunities - Sleep | | | | | | | | | |
|------------------|-----------|--------------------------|-----------|------|-----------|--------|-------|-----------|-----------|-----------------------|-----------|
| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc | | | |
| AC | 24 | = | +6 | | +5 | | | +2 | +1 | +14 | |
| Touch AC | 18 | | | | | | | | | Flat-Footed AC | 18 |

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

| CM Bonus | BAB | Strength | Size | Misc |
|-----------|-----|-----------|-----------|----------|
| +7 | = | +6 | +1 | - |

| CM Defense | BAB | Strength | Dexterity | Size | | |
|------------|-----|-----------|-----------|-----------|-----------|----------|
| 25 | = | 10 | +6 | +1 | +5 | - |

See the AC section (above) for situational modifiers that may also apply to CMD

| | | | |
|--------------------|--------------|---------------------|-----------|
| Base Attack | +6 | HP | 59 |
| Initiative | +5 | Damage / Current HP | |
| Speed | 30 ft | | |

+1 composite longbow

Ranged, both hands: **+12/+7, 1d8+1** Crit: x3
Rng: 110'
2-hand, P

+1 Spell Storing Longsword

Main hand: **+9/+4, 1d8+2** Crit: 19-20/x2
Both hands: **+9/+4, 1d8+2** 1-hand, S



| Skill Name | Total | Ability | Ranks | Temp |
|---------------------------|------------|----------|-------|------|
| Acrobatics | +5 | DEX (5) | - | |
| Appraise | +2 | INT (2) | - | |
| Bluff | +0 | CHA (0) | - | |
| Climb | +1 | STR (1) | - | |
| Craft (alchemy) | +11 | INT (2) | 6 | |
| Diplomacy | +0 | CHA (0) | - | |
| Disguise | +0 | CHA (0) | - | |
| Escape Artist | +5 | DEX (5) | - | |
| Fly | +8 | DEX (5) | - | |
| Heal | -1 | WIS (-1) | - | |
| Intimidate | +6 | CHA (0) | 3 | |
| Knowledge (arcana) | +14 | INT (2) | 9 | |
| Perception | +12 | WIS (-1) | 6 | |
| Ride | +5 | DEX (5) | - | |
| Sense Motive | +7 | WIS (-1) | 3 | |
| Spellcraft | +14 | INT (2) | 9 | |
| Stealth | +5 | DEX (5) | - | |
| Survival | -1 | WIS (-1) | - | |
| Swim | +1 | STR (1) | - | |

Feats

Alertness
Arcane Armor Mastery
Arcane Armor Training
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Casting
Combat Expertise +/-2
Dodge
Extend Spell
Martial Weapon Proficiency - All
Mobility
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Tower Shield Proficiency
Weapon Focus (Longsword)
Wizard Weapon Proficiencies

Dagger

Main hand: **+7/+2, 1d4+1**

Crit: 19-20/x2

Ranged: **+11/+6, 1d4+1**

Rng: 10'

Light, P/S

+3 studded leather

+6

Max Dex: +5, Armor Check: -

Spell Fail: 15%, Light

Gear

**Total Weight Carried: 38/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

| | |
|---|----------|
| +1 arrows x20 | 0.15 lbs |
| +1 composite longbow | 3 lbs |
| +1 Spell Storing Longsword | 4 lbs |
| +3 studded leather | 20 lbs |
| Artisan's outfit (Free) | - |
| Belt of incredible dexterity +2 | 1 lb |
| Cloak of resistance +2 | 1 lb |
| Dagger | 1 lb |
| Everburning torch | 1 lb |
| Flask of Fine Absinthe | 0.5 lbs |
| Gold Holy Symbol | 0.5 lbs |
| Money <In: Storage> | 14.2 lbs |
| Ring of protection +2 | - |
| Scroll of greater invisibility (CL 7th) | - |
| Scroll of greater invisibility (CL 7th) | - |
| Scroll of scorching ray | - |
| Scroll of summon monster iv | - |
| Scroll of summon monster iv | - |
| Spellbook | 3 lbs |
| Wand of magic missile | - |

Special Abilities

Conjuration
 Deliver Touch Spells Through Familiar (Su)
 Elf Blood
 Empathic Link with Familiar (Su)
 Enchantment
 Familiar Bonus: +3 to Fly checks
 Illusion
 Low-Light Vision
 Share Spells with Familiar
 Speak with Familiar (Ex)
 Spell Storing ((Choose stored spell))
 Summoner's Charm (+2 rds) (Su)

Spell-Like Abilities

Acid Dart (1d6+2 acid, 5/day) (Sp)

Tracked Resources

+1 arrows

Dagger

Experience & Wealth

Experience Points: **75000/105000**

Current Cash: **710 gp**

Tracked Resources

| | | |
|-----------------------|--|--|
| Wand of magic missile | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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Languages

Common

Infernal

Elven

Spells & Powers

Conjurer spells memorized (CL 7th; concentration +9)

Melee Touch +7/+2 **Ranged Touch** +11/+6

4th—*dimension door*, *fire shield*

3rd—*fireball* (DC 15), *stinking cloud* (DC 15), *vampiric touch*

2nd—*bull's strength*, *glitterdust* (DC 14), *mirror image*, *scorching ray*

1st—*burning hands* (DC 13), *enlarge person* (DC 13), *magic missile*, *shield*, *summon monster I*, *true strike*

0th (at will)—*acid splash*, *bleed* (DC 12), *dancing lights*, *detect magic*

Companions

Dargenti

Male bat (*Pathfinder RPG Bestiary* 131)

N Diminutive magical beast (animal)

Init +2; **Senses** blindsense 20 ft., low-light vision;

Perception +15

Defense

AC 19, touch 16, flat-footed 17 (+2 Dex, +3 natural, +4 size)

hp 29 (1d8)

Fort +3, **Ref** +4, **Will** +7

Offense

Speed 5 ft., fly 40 ft. (good)

Melee bite +12 (1d3-5)

Space 1 ft.; **Reach** 0 ft.

Statistics

Str 1, **Dex** 15, **Con** 6, **Int** 8, **Wis** 14, **Cha** 5

Base Atk +6; **CMB** +4; **CMD** 9

Feats Weapon Finesse

Skills Acrobatics +2 (-10 to jump), Fly +16, Intimidate

+0, Knowledge (arcana) +8, Perception +15, Sense

Motive +5, Spellcraft +8; **Racial Modifiers** +4

Perception

SQ improved evasion

Background

Seltyiel grew up surrounded by shame and disgrace. Before he came of age, his stepfather attempted to kill him, but after Seltyiel turned the tables, he fled into the wild. Since then, his life has been a cruel series of betrayals and pain. Recently escaped from a period of imprisonment after his true father, a notorious bandit, set Seltyiel up to take the blame for his crimes, the halfelf longs for revenge against both his fathers.

Sourcebooks Used

(none)

Dargenti



Male bat - CL1 - CR 1/8

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 1 | -5 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 6 | -2 | |
| INT INTELLIGENCE | 8 | -1 | |
| WIS WISDOM | 14 | +2 | |
| CHA CHARISMA | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +3 = | +5 | -2 | | | | |
| REFLEX (DEXTERITY) | +4 = | +2 | +2 | | | | |
| WILL (WISDOM) | +7 = | +5 | +2 | | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|----------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 19 = | | | +2 | +4 | +3 | | | +9 |

| Touch AC | Flat-Footed AC |
|----------|----------------|
| 16 | 17 |

| CM Bonus | BAB | Dexterity | Size | Misc |
|----------|-----|-----------|------|------|
| +4 = | +6 | +2 | -4 | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|----------|-----------|------|
| 9 = 10 | +6 | -5 | +2 | -4 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +6 | HP | 29 |
|--------------------|----|-----------|----|

| | | |
|-------------------|------|---------------------|
| Initiative | +2 | Damage / Current HP |
| Speed | 5 ft | |

Bite (Bat)

Main hand: **+12, 1d3-5**

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|---|-------|----------|-------|------|
| Acrobatics Speed greater/less than 30 ft. : -12 to jump | +2 | DEX (2) | - | |
| Appraise | -1 | INT (-1) | - | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +2 | DEX (2) | - | |
| Diplomacy | -3 | CHA (-3) | - | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +2 | DEX (2) | - | |
| Fly | +16 | DEX (2) | 1 | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | +0 | CHA (-3) | (3) | |
| Knowledge (arcana) | +8 | INT (-1) | (9) | |
| Perception | +15 | WIS (2) | (6) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +5 | WIS (2) | (3) | |
| Spellcraft | +8 | INT (-1) | (9) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +2 | DEX (2) | - | |

Feats

Weapon Finesse

Special Abilities

Blindsense (20 feet) (Ex)
Flight (40 feet, Good)
Improved Evasion (Ex)
Low-Light Vision

Gear

Total Weight Carried: 0/2.5 lbs, Light Load
(Light: 0.75 lbs, Medium: 1.5 lbs, Heavy: 2.5 lbs)
Money -

Experience & Wealth

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

Sourcebooks Used

- **Bestiary Familiars** - Bat (race)