Truestar

| CHARACTERHigh Elfancela |  |  |
| :---: | :---: | :---: |
| $\begin{aligned} \text { RACE } \& ~ L A \\ 120 \\ \hline \end{aligned}$ |  |  |
|  |  | C |
| Common, Elven, Sylvan |  |  |
| cuacts |  |  |
| ABLITr Score | total | Clearc |
| STR | 14 | +2 |
| DEX | 15 | +2 |
| CON | 14 | +2 |
| INT | 13 | +1 |
| WVIS | 18 | +4 |
| CHA | 18 | +4 |


| armor class | Total | $=10+{ }^{\text {ARmOR }}$ |  | SHELD |
| :---: | :---: | :---: | :---: | :---: |
| AC | 20 |  |  |  |
| TOUCH | 12 | $=10+$ |  |  |
| FLAT-FOOT | 16 | $=10+$ | +6 | +2 |


| savinc throws | total | class base |  |  |
| :---: | :---: | :---: | :---: | :---: |
| FORT | +7 | +5 |  |  |
| REF | +4 | +2 |  |  |
| WILL | +9 | +5 |  |  |
| attacks | тotal | base attack bonus |  |  |
| MELEE | +8 | +6 |  |  |
| RANGED | +8 | +6 |  |  |
| CMB | +8 | +6 |  |  |
| CMD | +20 | =10+ | +6 | $\underline{+2}$ |


+2 save vs. enchantment (Elven Immunities)
+2 caster check to overcome spell resistance (Elven Magic) +4 to all saves (Divine Grace)
immune to diseases (Divine Health)
immune to sleep effects
invisible and concealed attackers get no advantage; move at full speed while blinded (Blind Fight)

Low-Light Vision - See twice as far as a human in low light,
distinguishing color and detail. (CR p.564)
Aura of Good - You radiate an aura of good. (CR p.60)
Detect Evil - You may detect evil at will within 60 ' determining the
strength of its aura after 3 rounds. (CR p.60)

Smite Evil-2/day; add +4 to attacks +6 to damage against a target evil creature; this attack bypasses damage reduction; gain $a+4$ to $A C$ for deflection against attacks from the target; this lasts until target is dead. (CR p.60)

Lay on Hands - 4/day; cure 3d6 damage as a standard action; can
be used to damage undead; this also removes disease and fatigue
(due to Mercy). (CR p.61)
Clear armor and shield armor \& shield

| Ammor | Elven Chain |
| :--- | :--- |
| Shield | Heavy Steel Shield |

Aura of Courage - You are immune to fear; Allies within 10 feet save at +4 vs. fear. (CR p.61)

Channel Positive Energy - 1/day; You may heal the living (3d6) or attempt to turn the undead (CR. p62)

Divine Bond (long sword) - 6 minutes per day; Your long sword adds $a+1$ enchantment. (CR. 63)

Power of Faith - (use one lay on hands) - You and all allies within
30 feet get +1 morale bonus to AC, attack rolls, damage rolls, and
saving throws. Lasts for 1 minute. (PH p.118)

Improved Initiative - +4 on initiative rolls - included (CR p. 127)

Combat Reflexes - up to 2 more attacks of opportunity (CR p.119)


| +6 | +4 | -2 | $20 \%$ | light | 20 | mithril |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| +2 | - | -2 | $15 \%$ | shield | 15 | steel |

RESET CHARACTER SHEET \& SATAEMDER



Truestar was the beacon of the elfqueen's guard - loval, courageous and without fault. He served the elven nation throughout the years with never an unkind word spoken of him. So it was that he was chosen when the queen's youngest daughter, Arianna, disappeared along with the queen's wizard and one of the palace forestals. None of the three had been seen for weeks, and the queen was frantic for news. She summoned Truestar to find her daughter and return her to the kingdom.

The three were not easy to follow, as their trails disappeared at the forest's edge. True to his word, Truestar followed every path, oftentimes questioning villagers and guards along the human highways. It was clear to Truestar that Arianna had been shapechanged into a bear - as it was only Bearoak who left a trail as an elf. But the druid was always in the company of his bear. He suspected the wizard of aiding the two, although no sign of the wizened elf was ever found.

Finally, Truestar caught up with Bearoak in the southern reaches, boarding a ship. His rescue was unsuccessful as the druid and bear left just hours before he arrived into port. Hiring a fast sloop, Truestart caught up with the ship - The Jolly Hand - whose captain was more than happy to take him onboard. While negotiating his passage with the captain, Truestar was overwhelmed with a sense of absolute evil. Passing out, he came to on the same bed where he rests today.

## He has tried to befriend Bearoak - who is suspicious of his motives and remains reticent.



