

CHARACTER



ESSAERAE SUNSTAR

Medium female elf (Ar'Tel'Quessir), chaotic good

| | | | | | |
|----------------|---------|---------|---------|--------|--------|
| Age | Height | Weight | Hair | Eyes | |
| 67 | 6'2" | 190lb | Red | Hazel | |
| Character | | Fighter | Wizard | | |
| Level 3 | | Level 2 | Level 1 | | |
| Armor Class 10 | | | | | |
| Hit Points 28 | | | | | |
| Speed 30 | | | | | |
| Initiative 2 | | | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 18 (+4) | 15 (+2) | 13 (+1) | 16 (+3) | 9 (-1) | 7 (-2) |

Languages Espruar, Deep Drowic

Diety Correllon Larethian

Elven Immunities. Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Infravision. Elves can shift their eyesight into the infrared spectrum and see heat patterns (all hail 2nd Edition!). Heat sources such as torches can interfere with this vision.

Keen Senses. Elves receive a +2 racial bonus on Perception skill checks.

The High Lore. Sun Elves are a proud people who consider themselves to be the defenders of all Tel'Quessir and scions of the great lost empires - despite their heritage being one of destruction and war. Sun Elves have a +2 situational bonus on all Knowledge checks relating to elven history (this is not restricted to just Knowledge - History).

SKILLS

| Skill | Tot | Rnk | Abl | Msc |
|------------------------------|-----|-----|-----|-----|
| Acrobatics | 0 | 2 | 2 | 0 |
| C Appraise | 7 | 1 | 3 | 0 |
| Bluff | 0 | 0 | -2 | 0 |
| C Climb | 0 | 0 | 4 | 0 |
| C Craft Armor | 7 | 1 | 3 | 0 |
| C Craft Weapons | 0 | 0 | 3 | 0 |
| Diplomacy | 0 | 0 | -2 | 0 |
| Disable Device* | 0 | 0 | 2 | 0 |
| Disguise | 0 | 0 | -2 | 0 |
| Escape Artist | 0 | 0 | 2 | 0 |
| C Fly | 0 | 0 | 2 | 0 |
| C Handle Animal* | 0 | 0 | -2 | 0 |
| Heal | 0 | 0 | -1 | 0 |
| C Intimidate | 3 | 2 | -2 | 0 |
| C Knowledge (arcana)* | 0 | 0 | 3 | 2 |
| C Knowledge (dungeoneering)* | 7 | 1 | 3 | 0 |
| C Knowledge (engineering)* | 0 | 0 | 3 | 0 |
| C Knowledge (geography)* | 0 | 0 | 3 | 0 |
| C Knowledge (history)* | 7 | 1 | 3 | 0 |
| C Knowledge (local)* | 0 | 0 | 3 | 0 |
| C Knowledge (nature)* | 0 | 0 | 3 | 0 |
| C Knowledge (nobility)* | 0 | 0 | 3 | 0 |
| C Knowledge (planes)* | 0 | 0 | 3 | 0 |
| C Knowledge (religion)* | 0 | 0 | 3 | 0 |
| C Linguistics* | 10 | 2 | 3 | 2 |
| Perception | 0 | 0 | -1 | 0 |
| Perform | 0 | 0 | -2 | 0 |
| C Profession Librarian* | 4 | 2 | -1 | 0 |
| C Ride | 0 | 0 | 2 | 0 |
| Sense Motive | 0 | 0 | -1 | 0 |
| Sleight of Hand* | 0 | 0 | 2 | 0 |
| C Spellcraft* | 7 | 1 | 3 | 0 |
| Stealth | 0 | 0 | 2 | 0 |
| C Survival | 0 | 0 | -1 | 0 |
| C Swim | 0 | 0 | 4 | 0 |
| Use Magic Device* | 0 | 1 | -2 | 0 |

FEATS

TOUGHNESS

Prerequisite: None

You have enhanced physical stamina.

- You gain +3 hit points.
- For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more

than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

TOUGHNESS FEAT MODIFIERS

| Key | Value |
|--------|-------|
| Max HP | 3 |

DODGE (COMBAT)

Prerequisite: Dex 13

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

- You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

POWER ATTACK (COMBAT)

Prerequisite: Str 13, base attack bonus +1

Benefit You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon.

When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2.

You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

STILL SPELL (METAMAGIC)

Prerequisite: None

You can cast spells without moving.

Benefit A stilled spell can be cast with no somatic components. Spells without somatic components are not affected.

Level Increase +1 (a stilled spell uses up a spell slot one level higher than the spell's actual level.)

SCRIBE SCROLL (ITEM CREATION)

Prerequisite: Caster level 1st

Benefit You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price.

See magic item creation rules for more information.

CHARACTER DETAILS

BACKGROUND

ARGUMENTATIVE ELF FIGHTER FROM A LARGE FAMILY WHO DISTRUSTS ALL AUTHORITY

ESSAERAE IS A STRONG, QUICK, AND FAIRLY intelligent elf with an argumentative streak and not quite enough common sense. She is content to hone her body and mind alone most of the time, as she finds other people frustrating (particularly when they point out some obvious thing she glossed over). She's got good intentions, but will frequently make bad decisions.

She has a familiarity with the Drow and their language, being intrigued by the battle prowess of her vicious, distant cousins and also being a huge language nerd. Though she detests the vicious culture of the Drow, she is curious about the dark elves themselves and wonders if such a stark rift could ever be mended.

Once, Essaerae used her knowledge of Deep Drowic to buy a drow weapon off a sketchy merchant thinking it'd be a worthy addition to her arsenal, before learning the hard way that it'd deteriorate unsold.

CREATION

PURCHASED STATS

| Stat | Value | Cost |
|------|-------|------|
| STR | 18 | 17 |
| DEX | 15 | 7 |
| CON | 13 | 3 |
| INT | 16 | 10 |
| WIS | 9 | -1 |
| CHA | 7 | -4 |
| | | 32 |

STARTING BONUSES

| Key | Value |
|--------------------------------|-------|
| Skills:Knowledge (Arcana):Misc | 2 |
| Skills:Linguistics:Misc | 2 |

CHOSEN CRAFTS AND PROFESSIONS

| Key | Value |
|----------------------------------|-------|
| Skills:Craft Weapons:Misc | 0 |
| Skills:Craft Armor:Misc | 0 |
| Skills:Profession Librarian:Misc | 0 |

Preferred Class: Fighter

PURCHASING EQUIPMENT

LEVEL HISTORY

| Level | Class | Hit Point Change | Ability Changes |
|-------|---------|---------------------|-----------------|
| 1 | Fighter | +11 = 10 (1d10) + 1 | |
| 2 | Fighter | +6 = 5 (1d10) + 1 | |
| 3 | Wizard | +6 = 5 (1d6) + 1 | |

LEVEL ONE

- Gained Feat **Toughness**
- Gained bonus Feat **Dodge (Combat)**
- Added 1HP for preferred class

Available skill ranks 5

MODIFIERS

| Key | Value |
|----------------------------------|-------|
| Skills:Linguistics:Rank | 2 |
| Skills:Profession Librarian:Rank | 1 |
| Skills:Craft Armor:Rank | 1 |
| Skills:Craft Weapon:Rank | 1 |
| Max HP | 1 |

LEVEL TWO

- Added 1HP for preferred class
- Added bonus feat **Power Attack**
- Added bravery +1

Available skill ranks 5

MODIFIERS

| Key | Value |
|---------------------------------------|-------|
| Skills:Spellcraft:Rank | 1 |
| Skills:Use Magic Device:Rank | 1 |
| Skills:Acrobatics:Rank | 2 |
| Skills:Knowledge (dungeoneering):Rank | 1 |
| Max HP | 1 |

LEVEL THREE

- Added feat **Still Spell**
- Added bonus feat **Scribe Scroll**
- Added Arcane Bond **Cat**
- Add Arcane School **Evocation**
- Selected opposition schools ??
- Add cantrips ??

Available skill ranks 5

MODIFIERS

| Key | Value |
|----------------------------------|-------|
| Skills:Knowledge (history):Rank | 1 |
| Skills:Profession Librarian:Rank | 1 |
| Skills:Appraise:Rank | 1 |
| Skills:Intimidate:Rank | 2 |

THE GAME

This game is titled "Echoes of Empire". Documents for the game are hosted on a shared google drive folder.

THE GROUP

Paul Bagosy (he/him) Dungeon Master

Correl Roush (she/her) Essaerae Sunstar, the fighter

Cat Weidner (any) Liadon Moondancer, the cleric

José (he/him) The druid

Briege (she/her) The sorcerer

SESSION SCHEDULE

Sessions will be held weekly on Wednesday evenings (7pm EST).

SESSION NOTES

SESSION ZERO

SCHEDULED: <2023-07-26 Wed>

This is the initial gathering of the group to introduce ourselves and begin work on character sheets.

DECISIONS

- Essaerae will be friends with Cat's character, and help her to carry things.
- I will play a fighter multiclassing with wizard
- My character will know Espruar and Deep Drowic (owing to a lot of library study).

LINES AND VEILS

- Sex scenes will be veiled (fade to black)
- The party may encounter atrocities, but will not be complicit in nor accepting of them.