

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
14	0	4	0	
15	1ST	2	1	
16	2ND	1	1	
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

SPELL SAVE DC MOD = 10 + =

TURN UNDEAD

TIMES/DAY = 3 + =
 MODIFIERS: CHA MISC

TURNING DAMAGE = 2d6 + =
 MODIFIERS: CHA LEVEL MISC

PSIONICS

# POWERS KNOWN	LEVEL	# POWERS KNOWN	LEVEL	POWER POINTS
	0		5TH	<input type="text" value=""/>
	1ST		6TH	
	2ND		7TH	
	3RD		8TH	
	4TH		9TH	<input type="text" value=""/>

FREE MANIFESTATIONS:

PSIONIC COMBAT

1d20 + DC MOD + ABILITY MOD	ATTACKS	EGO WHIP	ID INSIN	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
	ABILITY	3	1	3	4	2
<input type="checkbox"/>	EMPTY MIND	+1	-2	+3	-3	-5
<input type="checkbox"/>	INTELLECT FORTRESS	-2	+1	+0	+6	+4
<input type="checkbox"/>	MENTAL BARRIER	-1	+4	-3	+1	+3
<input type="checkbox"/>	THOUGHT SHIELD	-4	-1	-2	+4	+2
<input type="checkbox"/>	TOWER OF IRON WILL	+3	+0	-1	+5	-3
	NONPSIONIC	-8	-9	+4	-8	-8
	FLAT-FOOTED/POWERLESS	+8	+7	+8	+8	+8

SPELLS & POWERS

- 0. Read Magic
- 0. Resistance
- 0. Ray of Frost
- 0. Detect Poison
- 0. Daze
- 0. Flare
- 0. Light
- 0. Dancing Lights
- 0. GhostSound
- 0. Disrupt Undead
- 0. Mage Hand
- 0. Mending
- 0. Open/Close
- 0. Arcane Mark
- 0. Detect Magic
- 0. Prestidigitation

- 1. Charm Person
- 1. Identify
- 1. Mount
- 1. Floating Disk
- 1. Comprehend Languages
- 1. Shocking Grasp
- 1. Burning Hands
- 1. Magic Missile
- 1. Protection from Evil
- 1. Obscuring Mist

- 2. Glitterdust
- 2. Blur

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
Kaitlyn	Cat		11			16		3	15	10	7	12	7
NOTES Alertness, Improved Evasion, Share Spells, Empathic Link, Touch, Low Light Vision, Scent. Balance 10, Climb 6, Hide 14.													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
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NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME Idril Elanesse	AGE 134	SEX F
DESCRIPTION	BIRTH DATE	SIZE Medium
	HEIGHT 5'4	WEIGHT 116
	HAIR Black	EYES Blue
	SKIN Olive	HANDEDNESS Right

PERSONALITY

While patient, Idril will snap into a temper at the drop of a hat if she feels that someone is treating her like a child. Or if she's feeling moody. Or if someone wastes food. Or anything else on a long list of 'bad' behaviours. She's generally amiable, if a bit on the quiet side, though that's not due to shyness. She has a tendency to sit back and analyze every situation, including if it's an emergency. She has no sense of urgency whatsoever. Also, she can be bribed with old books she hasn't seen before.

CHARACTER SKETCH



QUOTE(S)

You should feel lucky, girl. I have TWO "times of the month"!

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES

The Elanesse family, Idril included, has always been a very distant group in their community. Anonymous donations are made to orphanages and hospitals, but on the whole, no one ever really sees the family members. Tales speak of horrible noises in the dark of night, and howls of demons echoing through the forested hills surrounding the family estate, but most put this down to the peasants being peasants. The Elanesse, on the other hand, pay VERY close attention to these sorts of rumours. For, you see, the Elanesse family has a secret.

About three generations ago, Teneras Elanesse, an accomplished ranger, was ridding the area around the estate of a ravenous bunch of werewolves. He was successful, though many others in his party died in the attempt, but he was bitten. Fearing the reprisal and ostracism of the townsfolk, he hid the injury and went home. His wife, upon finding the injury, swore to secrecy, and the affair was closed. She resigned to locking him in the cellar every full moon, and they otherwise had a good life. A few decades later, their son, Kilreyn, was born. With bright yellow eyes and tiny points to his canines. Teneras, having been struggling with his curse for years, finally could not take anymore. Explaining to his wife how sorry he was that their son must suffer on his behalf, he took a silver dagger and plunged it through his heart that night.

Kilreyn grew up into a fine wild elf, but his mother cloistered him from the townsfolk, in case the nature of his birth was discovered. Being locked away for nearly eighty years led him to study much of the time. His interests turned to transfiguration magic very quickly, and he became convinced that he would find the answer to his father's legacy in the arts arcane. Hearing of an amulet which might prove to be the answer through the letters of a correspondence colleague, he and his mother trekked into Kentlake County. However, the expedition was doomed to failure. They were ambushed on the way by a group of human bandits, and his mother sacrificed herself to allow Kilreyn to escape.

A friendly cleric helped him home, a beautiful woman by the name of Eryla, and Kilreyn was smitten. However, it ended with Eryla being bitten. Full of regret, he offered to marry her, in order to protect each other, and she accepted. Idril is the fruit of this union, along with her two younger brothers. She has taken on the mantle of her father's quest, and as parent and child, they seek out a way to, if not cure themselves, than at least prevent the spread of lycanthropy, and perhaps aid those who were not born with it, such as Eryla. Idril sees the summons from Atva as an opportunity to seek new paths towards this goal.