



Lunwyn ap Fywn

chaotic-evil

Abridged Daoine Light Warrior lvl 2

Abridged Daoine Paragon lvl 2

Diabolist (Ari-Baal) lvl 3

Totem: Hawk

Nationality: Tuatha de Danaan (Welsh)

Instrument: Flute

Ethnicity: Sidhe

Boon: Lifestealer

Estate: Warrior

Taint: Necrophagia

Trade: Ranger

Strength	12	+1	HP	36
Dexterity	18	+4	MP	18
Constitution	12	+1	DP	5
Intelligence	14	+2	LP	13
Wisdom	10	+0		
Charisma	8	-1	Initiative	4

	Armor	Dex	Nature	Misc	Spell
AC	20	= 10 +	6	4	
touch	14		flat-footed		16
	Class	Attribute	Misc	Spell	
Fortitude	7	=	6	1	
Reflexes	13	=	9	4	
Willpower	4	=	4	0	
BAB	7				
CMB	8				(BAB + STR)
CMD	22				(BAB + STR + GES + 10)

Lifestealer Daoine Longsword (2H)				
Lifestealing	Att 13	Dam 2d4 + 2	Crit 18-20 x2	
PA:	Att 11	Dam 2d4 + 6	Demoralize	

Daoine Heavy Leather Armor				
	AC 6	ACP 3		

Heavy Spear (2H)				
	Att 8	Dam d8 + 1	Crit 20 x3	reach

Bow (STR +1)				
	Att 11	Dam d6 + 1	Crit 20 x2	RW 18 m

Equipment				
Ranger's Clothing, Backpack, Waterskin, Tent, Axe, Knife, Spare Bow String, Weapon Care Set, Arrows (20) (Hawk Feather)				
Quiver				
Arrows	ooooo	ooooo	ooooo	ooooo
Languages				
Gaelish, Middle English, Middle German, Nephai				

Speed	6 sq	24 sq		
	3 m/h	6 m/h		
	24 m/d			
Abilities				
46 to 7	Attribut	Ränge	Misc	
• Acrobatics	12 =DEX	4	5	3
• Athletics	9 =STR	1	5	3
• Ride	8 =DEX	4	1	3
• Stealth	14 =DEX	4	7	3
• Resolve	6 =WIS	0	1	5
• Perception	8 =WIS	0	4	3
• Alertness	10 =WIS	0	7	3
• Diplomacy	-1 =CHA	-1	0	0
• Authority	4 =CHA	-1	1	4
• Chuzpe	3 =CHA	-1	1	3
• Intimidation	6 =CHA	-1	3	4
• Streetwise	4 =WIS	0	1	3
• Survival	6 =WIS	0	1	5
• Animal Lore	6 =INT	2	1	3
- to train	3 =CHA	-1		
• Plant Lore	6 =INT	2	1	3
• Geography	6 =INT	2	1	3
• Demon Lore	10 =INT	2	5	3
• Music (Flute)	3 =CHA	-1	1	3

Abridged Daoine Powers (MP)

Light (0), Orb of Eerie Light (1), Blind (2),
Summon Wisp (4)
Animal Speech (A), Plant Speech (2), Talons (3),
Eye of the Eagle (2), Shapeshift (Hawk) (5)

Diabolism Powers (DP)

Surge of Strength (2), Command Demon (1+), Pain (1),
Feast of Crows (1), Pain Aura (2),
Summon Flesh Hound (3)

Lifestealer Powers (LP)

Lifestealer Weapon (A), Dark Healing (2+),
Stolen Strength (4+), Stolen Knowledge (5),
Biting Blade (3+)

Feats • Power Attack (-2/+4) • Weapon Focus (Daoine Longsword) • Blind Fight • Terrifying Strike • Cleave Daoine Traits • Immunity to Age • Tranquility (+2 Resolve) • Abridged (Mana Pool replaces Daoine Anima Pool) • Sensible to Iron: cold iron and manacles impose -2 to all skill checks, attacks, spells, wearing metall armor prohibits daoine magic if worn by intention • Fae affinity • Music Rituals	Diabolist Traits • Boon, Taint • Diabolism Pool • Life Pool (Lifestealer) • Demon affinity • Diabolistic Rituals • Sacrifice • Immunity to Curses of Ari-Baal, Corruption, Lifestealing Other Traits • Daoine (+2 Survival) • Daoine Hero (tainted by Abridged) • Dread Mien (+1 Authority, Intimidation) Proficiencies: Medium Armor, Heavy Shields, Martial Weapons, Daoine Weapons, Whip, Ari-Baal Weapons											
Forms <table><tr><td>Hawk DEX +4 Talons Att 14 Dam d4 +1 Ref 15, AC 17/17/11 +4 Perception, Flight (12 sq), small</td><td></td><td></td></tr></table>		Hawk DEX +4 Talons Att 14 Dam d4 +1 Ref 15, AC 17/17/11 +4 Perception, Flight (12 sq), small										
Hawk DEX +4 Talons Att 14 Dam d4 +1 Ref 15, AC 17/17/11 +4 Perception, Flight (12 sq), small												
Current Pools <table><tr><td>HP</td><td></td></tr><tr><td>MP</td><td></td></tr><tr><td>DP</td><td></td></tr><tr><td>LP</td><td></td></tr></table> Wound Penalties: <table><tr><td>1/2: 18, -1</td><td>1/4: 9, -2</td><td>1/8: 4, -3</td></tr></table>		HP		MP		DP		LP		1/2: 18, -1	1/4: 9, -2	1/8: 4, -3
HP												
MP												
DP												
LP												
1/2: 18, -1	1/4: 9, -2	1/8: 4, -3										
Current Effects												