

Guymelef Dilandou

Male human fighter 1/sorcerer 6/eldritch knight 3

N Medium humanoid

Init +2; **Senses** darkvision 30 ft.; Perception +1

Languages Common, Gnome

DEFENSE

AC 28, touch 14, flat-footed 26 (+12 armor, +2 deflection, +2 Dex, +2 natural)

hp 86 plus *false life* (10 HD)

Fort +11, **Ref** +8, **Will** +10

OFFENSE

Speed 30 ft. (6 squares)

Melee +1 *transformative greatsword* +12/+7 (2d6+8/19-20) with Arcane Strike, or
+1 *transformative greatsword* +10/+5 (2d6+14/19-20) with Power Attack and Arcane Strike, or
+1 *transformative greatsword* +12 (4d6+8/19-20) with Vital Strike and Arcane Strike, or
+1 *transformative greatsword* +10 (4d6+14/19-20) with Vital Strike, Power Attack, and Arcane Strike, or
shadowstrike +11 touch (1d4+3 nonlethal plus daze for 1 minute)

Ranged mwk composite longbow +10/+5 (1d8+4/×3) with normal arrows, or
mwk composite longbow +10/+5 (1d8+4 nonlethal/×3) with blunt arrows, or
mwk composite longbow +10/+5 (1d6+4/×3) with flight arrows

Special Attacks shadowstrike

Arcane Spell-Like Abilities (CL 10th; Concentration +12)

5/day – shadowstrike

Sorcerer Spells Known (CL 10th; Arcane Spell Failure 5%; Concentration +12)

4th (3/day) – *greater invisibility*

3rd (6/day) – *fly*, *heroism*

2nd (7/day) – *darkvision*, *false life*, *invisibility*, *see invisibility*

1st (7/day) – *enlarge person*, *expeditious retreat*, *magic missile*, *ray of enfeeblement*, *shield*, *ventriloquism*

0 (at will) – *bleed*, *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*

Bloodline shadow

STATISTICS

Abilities Str 18 (+4), Dex 14 (+2), Con 14 (+2), Int 13 (+1), Wis 12 (+1), Cha 16 (+3)

Base Atk +7; **CMB** +11 (+13 to disarm or trip); **CMD** 25 (27 vs. disarm and trip)

Feats Additional Traits (armor expert, magical knack [sorcerer]), Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Combat Expertise^B (–2 attack, +2 AC), Eschew Materials^B, Power Attack^B (–2 attack, +2/+4/+6 damage), Skill Focus (knowledge: arcana^B, stealth^B), Vital Strike

Skills Acrobatics +5, Knowledge (arcana) +20, Knowledge (nobility) +9, Spellcraft +14, Stealth +19; **Armor Check Penalty** –2

SQ bloodline arcana (gains bonus to Stealth when casting darkness or shadow spells), diverse training, focused study, nighteye

Combat Gear arrows (20), blunt arrows (20), flight arrows (20), smoke arrows (3), tanglefoot bags (3); **Other Gear** +3 *mithral full plate*, +1 *transformative greatsword*, *amulet of natural armor* +2, *belt of giant strength* +2, *cloak of resistance* +3, masterwork composite longbow (+4 strength bonus), *ring of protection* +2, tender (15gp)

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 59 lb. (excluding tender)

SPECIAL ABILITIES

Bloodline Arcana Whenever you cast a spell with the darkness descriptor or the shadow subschool, you gain a circumstance bonus on Stealth checks equal to the spell's level for 1d4 rounds.

Nighteye (Ex) You have darkvision 30 feet.

Shadowstrike (Sp) You can make a melee touch attack as a standard action that inflicts 1d4 points of nonlethal damage + 1 for every two sorcerer levels you possess. In addition, the target is dazzled for 1 minute. Creatures with low-light vision or darkvision are not dazzled by this ability. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

