

Austin Djinn

Tallfellow, Rogue 2nd / Warlock 10th (Chaotic Good)

Str 14, Dex 21, Con 14, Int 16, Wis 12, Cha 14



Racial Traits: Tallfellow

+1 racial bonus on all saving throws
 +2 moral bonus on saves against fear
 +1 racial attack bonus with Thrown Weapons and Slings
 +2 racial bonus on Listen, Search & Spot Checks
 Automatic Search check when passing within 5 ft. of hidden doors

Class Features: Rogue 2nd

Sneak Attack: +1d6 damage
 Trapfinding
 Evasion (Ex): Take no damage on successful Reflex save

Class Features: Warlock 10th

Invocations known: 6
 Invocation level: (least, lesser)
 Eldritch Blast (Sp): (5d6 damage)
 • Ray, with a range of 60 ft
 • Equivalent of a 5th level spell
 Detect Magic (Sp): At will, CL: 10
 Damage reduction 2/cold iron (Su)
 Deceive item (Ex): May always take a 10 on Use Magic Item checks
 <O> Fendish Resilience (Su): 1/day
 • Free action to activate
 • Duration: 2 minutes
 • Gain fast healing 1
 Energy Resistance 5 Electrical & Sonic (Su)
 • When gained, chose two energy types (They can't be changed)

Conditional Skill Bonuses

+2 on Disguise to act in character [Bluff]
 +2 on Spellcraft to decipher spells on scrolls [Use Magic Device]
 +2 on Survival when following tracks [Search]

CHARACTER STATUS

No errors detected

hp 68

Initiative +9

Speed 20 ft.

AC 27

Touch/Flatfooted 18/22

Dmg Reduction 2/Cold Iron

Spellpower

Resistance 0

Penetration 16

Saves

Fortitude +8

Reflex +14

Will +11

Special Attacks

Grapple +6

Languages

Common, Halfling

Money

2500 gp

Equipment

Websilksteel+3 No Shield

Ring of Protection +2 Amulet of Natural Armor +3

Cloak of Resistance +2 Ring of Fire Warding (15/day)

Djinni

Magic Scimitar

Attacks

Two-Weapons (primary): Djinni+2
+14/+9 1d6+4+1d6 Sonic /15-20 (x2)
 Desc: +2 Keen Adamantine Thundering Scimitar

Two-Weapons (off-hand): Magic Scimitar+2
+14/+9 1d6+4 /18-20 (x2)
 Desc: The curve of the blade gives it the effect of a keener edge

Ranged: Ray+
+14/+9 /20 (x2)
 Desc: A Ray is a ranged touch attack

Skills

Appraise	5	Ride	5
Balance	10	Search	10
Bluff	10	Sense Motive	10
Climb	2	Sleight of Hand	10
Concentration	20	Speak Language	5
Decipher Script	5	Spellcraft	5+2
Diplomacy	6	Spot	6
Disable Device	10	Survival	1+2
Disguise	2+2	Swim	3
Escape Artist	5	Tumble	10
Forgery	3	Use Magic Device	11
Gather Information	2	Use Rope	5
Handle Animal	-	Craft - Locksmithing	5
Heal	1	Knowledge - Planes	5
Hide	15		
Intimidate	6		
Jump	1		
Listen	15		
Move Silently	10		
Open Lock	10		

Feats

Spell Penetration
 Weapon Finesse
 Improved Initiative
 Improved Two-Wpn Fighting
 Two-Weapon Fighting

Potions & Scrolls: Cure Critical Wounds x1, Cure Moderate Wounds x3

Wand of Scorching Ray (4d6, 27 charges),
 Websilksteel: Web 3/day <OOO>

DJINNI:
 Invisibility (10 rounds), Whirlwind (10 rounds),

Invocations (Eldritch Blast: 5d6, Spear range 250')
 Hideous Blow: Eldritch blast through weapon

Boots & Cloak of Elvenkind, Gloves of Dexterity +2,
 Charms +2 Str, Dex, Con, Wis

Create Food & Water, Create Wine,
 Major Creation (1/day)

Fell Flight: Fly (20', Good),
 Walk Unseen: Invisibility at will

Immune to Acid, Windwalk (10 Rounds),
 Persistent Image (DC 14, 1/day)

Summon Spider, Rat or Bat swarm
 Animate Dead: 20 HD