

Austin Littlelord

Talfellow, Rogue 4th / Warlock 5th (Chaotic Good)
Str 12, Dex 20, Con 12, Int 16, Wis 8, Cha 12

Hit Points (hp) **42** Initiative **+9** Grapple **+3** Damage Reduction
Speed (Foot) **20 ft.** Spell Fail **0%** Spell Resistance **0**

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Djinni+2	+12/+7	1d6+3	16-20 (x2)	Desc: +2 Keen Adamantine Thundering Scimitar
Two-Weapons (off-hand)	Short Sword	+10/+5	1d4	19-20 (x2)	Desc: Popular off-hand weapon

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	22	17 / 22	Websilksteel / None		+4	+11	+5

Skills

Appraise	5
Balance	11
Bluff	10
Climb	1+2
Concentration	10
Decipher Script	5
Diplomacy	5
Disable Device	10
Disguise	1+2
Escape Artist	5+2
Forgery	3
Gather Information	1
Handle Animal	-
Heal	-1
Hide	11
Intimidate	5
Jump	0
Listen	10
Move Silently	11
Open Lock	11
Ride	5
Search	10
Sense Motive	4
Sleight of Hand	8
Speak Language	5
Spellcraft	5+2
Spot	6
Survival	0+2
Swim	2
Tumble	11
Use Magic Device	10
Use Rope	11

Abilities

== Racial Traits: Talfellow ==
+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 4th ==
Sneak Attack: +2d6 damage
Trapfinding
Evasion (Ex): Take no damage on successful Reflex save
Trap Sense (Ex): +1 Reflex vs Traps, +1 AC vs Traps
Uncanny Dodge (Ex)

== Class Features: Warlock 5th ==
Invocations known: 3
Invocation level: (least)
Eldritch Blast (Sp): (3d6 damage)
• Ray, with a range of 60 ft
• Equivalent of a 2nd level spell
Detect Magic (Sp): At will, CL: 5
Damage reduction 1/cold iron (Su)
Deceive item (Ex): May always take a 10 on Use Magic Item checks

== Conditional Skill Bonuses ==
+2 on Climb involving climbing ropes [Use Rope]
+2 on Disguise to act in character [Bluff]
+2 on Escape Artist involving ropes [Use Rope]
+2 on Spellcraft to decipher spells on scrolls [Use Magic Device]
+2 on Survival when following tracks [Search]

== CHARACTER STATUS ==
No errors detected



Languages

Common, Halfling

Money

100 gp sp

Feats

Two-Weapon Fighting Reduce two-weapon fighting penalty by 2
Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls
Improved Initiative +4 bonus on Initiative checks
Improved Two-Wpn Fighting Gain a second off-hand attack at -5 penalty

Equipment

Short Sword, Short Sword, Djinni, . . . ,

Magic Items

Ring of Protection +1, Amulet of Natural Armor +2

Websilksteel: Web 3/day <OOO>
Wand of Healing (1d8+4 20 charges)
Wand of Scorching Ray (+5 touch 4d6 30 charges)
Djinni: Immune to Acid, Invisibility (10 rounds), Whirlwind (10 rounds)

Invocations

Hideous Blow: Channel eldritch blast through weapon
Spiderwalk: as Spiderclimb, 24hrs
Summon Spider, Rat or Bat swarm
Eldritch Blast: 3d6