

Barbed (Queen of the Vampires)

Vampire Elf, Warlock 16th (Chaotic Evil)
Str 15, Dex 16, Con 10, Int 15, Wis 17, Cha 25

Hit Points (hp)	103	Initiative	+7	Grapple	+14	Damage Reduction	10/Magic+Silver or 4/cold iron
		Speed (Foot)	30 ft.	Spell Fail	0%	Spell Resistance	0

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Handed	2x Vampire slams+1	+15/+10/+5	1d6+5+Energy Drain	20 (x2)	Desc: +5 hp per drain
One-Handed	Vampire Bite+1	+15/+10/+5	1d4+3+Con 1d4/rd	20 (x2)	Desc: +5 hp per drain

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	22	16 / 19	None / None		+7	+10	+13

Skills	Abilities
Appraise	2
Balance	3
Bluff	22
Climb	2
Concentration	18
Decipher Script	-
Diplomacy	11
Disable Device	-
Disguise	7+2
Escape Artist	3
Forgery	2
Gather Information	7
Handle Animal	-
Heal	3
Hide	11
Intimidate	17
Jump	2
Listen	15
Move Silently	11
Open Lock	-
Ride	3
Search	10
Sense Motive	20
Sleight of Hand	-
Speak Language	3
Spellcraft	17+2
Spot	15
Survival	3
Swim	2
Tumble	-
Use Magic Device	22+2
Use Rope	3
Knowledge - Planes	5
Knowledge - Arcana	10
Knowledge - Religion	5

Abilities

==| Racial Traits: Vampire Elf |==
 Blood Drain (Ex): 1d4 Con, +5 hp to vampire
 Children of the Night (Su): 1d6+1 bat swarms or 3d6 wolves
 Dominate (Su): As Lvl 12, 30' range
 Create Spawn (Su):
 Energy Drain (Su): 2 negative levels, +5 hp to vampire
 Alternate Form (Su): Human, Bat, Rat, Wolf or Dire type
 Damage Reduction (Su): 10 Magic and Silver
 Fast Healing (Ex): 5 hp/round
 Gaseous Form (Su): 20' movement
 Resistances (Ex): 10 Cold, 10 Electricity
 Spider Climb (Ex):
 Turn Resistance (Ex): +4
 Bonus Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes
 Blindsight 40 ft.

==| Class Features: Warlock 16th |==
 Invocations known: 10
 Invocation level: (least, lesser, greater, or dark)
 Eldritch Blast (Sp): (7d6 damage)
 • Ray, with a range of 60 ft
 • Equivalent of a 8th level spell
 Detect Magic (Sp): At will, CL: 16
 Damage reduction 4/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 2
 Energy Resistance 5 (Su)
 • When gained, chose two energy types (They can't be changed)
 Imbue item (Su)
 • Can use a Use Magic Item check to create magic items
 • DC 15 + Missing spells level for an arcane spell
 • DC 25 + Missing spells level for an arcane spell
 • If check fails, XP isn't spent, but can't try again until level gained

==| Conditional Skill Bonuses |==
 +2 on Disguise to act in character [Bluff]
 +2 on Spellcraft to decipher spells on scrolls [Use Magic Device]
 +2 on Use Magic Device involving scrolls [Spellcraft]

==| CHARACTER STATUS |==
 No errors detected



Languages	Common, Bat, Sylvan
Money	gp sp

Feats

Improved Initiative +4 bonus on Initiative checks
 Spell Penetration +2 bonus on caster level checks to defeat spell resistance
 Combat Reflexes Additional attacks of opportunity (max 4 attacks)
 Lightning Reflexes +2 bonus on Reflex saves
 Great Fortitude +2 bonus on Fortitude saves
 Multiattack Secondary attacks with natural weapons take only a -2 penalty
 Awesome Blow Get an opponent flying 10' thru the air
 Improved Multiattack Secondary attacks with natural weapons have no penalty
 Leadership Attract cohort and followers - Leadership score is 23
 Magical Aptitude +2 bonus on Spellcraft and Use Magic Device checks
 Persuasive +2 bonus on Bluff checks and Intimidate checks

Equipment

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Magic Items

Ring of Protection +3

Shades: Protection against Sun damage 10
 Wand of Evocation (5/day): Magic Missile 1, Shatter 1, Fireball 1, Ice Storm 2, Wall of Force 2, Chain Lightning 3

Warlock Invocations

Dark: Utterdark Blast (2 negative levels, Fortitude DC 16)
 Greater: Enervating Shadow, Devour Magic, Chilling Tentacles
 Lesser: Charm, Curse of Despair, The Dead Walk
 Least: Eldritch Spear, Hideous Blow, Frightful Blast