

Dryzz

Drow, Warlock 7th (Chaotic Evil)
Str 10, Dex 18, Con 12, Int 14, Wis 12, Cha 18

Hit Points (hp) **34** Initiative **+4** Grapple **+5** Damage Reduction **1/cold iron**
 Speed (Foot) **30 ft.** Spell Fail **0%** Spell Resistance **18**

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Rapier+2	+7	1d6+2	18-20 (x2)	Desc: Can be used with Weapon Finesse feat
Two-Weapons (off-hand)	Whip+2	+7	1d3+2	20 (x2)	Desc: Reach weapon 15'. Deals non-lethal damage. Can be used for Trip attacks
Ranged	Eldritch Blast	+9	4d6	20 (0)	Desc: 250' Ranged touch attack, no saving throw

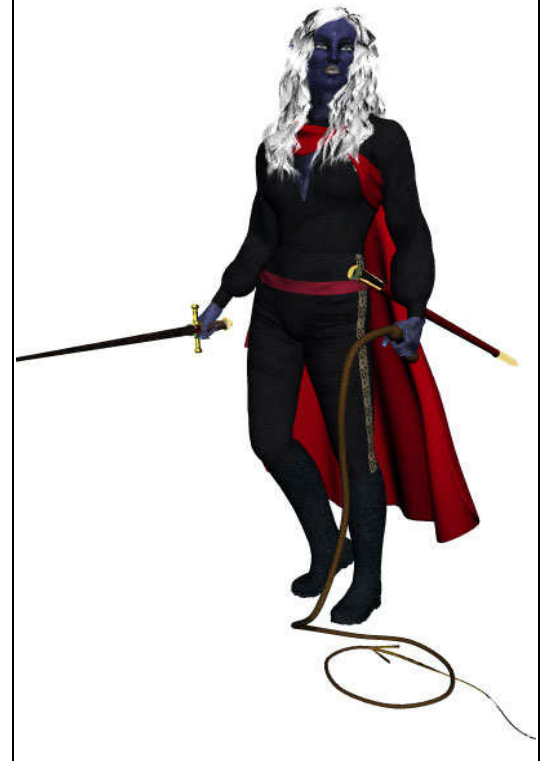
Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	20	16 / 16	Leather+2 / None		+5	+8	+8

Skills

Appraise	2
Balance	4
Bluff	10
Climb	0
Concentration	10
Decipher Script	-
Diplomacy	6
Disable Device	-
Disguise	5+2
Escape Artist	4
Forgery	2
Gather Information	4
Handle Animal	-
Heal	1
Hide	4
Intimidate	15
Jump	0
Listen	3
Move Silently	4
Open Lock	-
Ride	4
Search	4
Sense Motive	5
Sleight of Hand	-
Speak Language	5
Spellcraft	-
Spot	3
Survival	1
Swim	0
Tumble	5
Use Magic Device	10
Use Rope	4
Knowledge - Planes	5

Abilities

== Racial Traits: Drow ==
 Darkvision (Ex): 120 ft.
 Immune to sleep spells and effects (Ex)
 +2 racial bonus on saves against enchantment spells and effects
 +2 racial bonus on Will saves against spells and spell like effects
 +2 racial bonus on Listen, Search & Spot Checks
 Automatic Search check when passing within 5 feet of hidden doors
 Spell-Like Abilities (Sp):
 • Dancing Lights: 1/day, CL 7 <O>
 • Darkness: 1/day, CL 7 <O>
 • Faerie Fire: 1/day, CL 7 <O>
 Light Blindness (Ex): Blinded for 1 rnd when exposed to bright light
 • Dazzled after blindness as long as remain in bright light
 == Class Features: Warlock 7th ==
 Invocations known: 4
 Invocation level: (least, lesser)
 Eldritch Blast (Sp): (4d6 damage)
 • Ray, with a range of 60 ft
 • Equivalent of a 3rd level spell
 Detect Magic (Sp): At will, CL: 7
 Damage reduction 2/cold iron (Su)
 Deceive item (Ex): May always take a 10 on Use Magic Item checks
 == Conditional Skill Bonuses ==
 +2 on Disguise to act in character [Bluff]
 == CHARACTER STATUS ==
 No errors detected



Languages
 Common, Elven, Undercommon, Goblinoid, Orc, Dragon
Money
 500 gp sp

Feats

Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls
 Spell Penetration +2 bonus on caster level checks to defeat spell resistance
 Two-Weapon Fighting Reduce two-weapon fighting penalty by 2

Equipment

Rapier, Whip, , , , ,
 , , , , ,

Magic Items

Ring of Protection +2, Cloak of Resistance +2

Invocations:

Eldritch Spear: Blast range 250'
 Hideous Blow: Weapon channels Eldritch Blast
 Summon Swarm: Bat, Rat, or Spider
 Fell Flight: Fly, Good maneuverability