

Foster Efreet

Talfellow, Fighter 2nd / Warmage 10th (Neutral Good)
Str 20, Dex 15, Con 16, Int 18, Wis 10, Cha 14



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: Fighter 2nd
2x Bonus combat-oriented Feat

Class Features: Warmage 10th
Armored Mage (Ex) (light and medium)
Warmage Edge (Ex) (+4 damage to spells that deal hp damage)
Advanced Learning (Ex) (Bonus 1st level Evocation spell known)
Advanced Learning (Ex) (Bonus 1st-3rd level Evoc. spell known)
Bonus Feat: Sudden Empower
Bonus Feat: Sudden Enlarge

CHARACTER STATUS
No errors detected

hp 86	
Initiative	+6
Speed	35 ft.
AC	24
Touch/Flatfooted	15/22
Dmg Reduction	0
Spellpower	
Resistance	0
Penetration	14
Saves	
Fortitude	+10
Reflex	+6
Will	+8
Special Attacks	
Grapple	+8
Languages	
Common, Halfling	
Money	
2500 gp	
Equipment	
Spidersilk+2	No Shield
Force Shield	Amulet of Natural Armor +1
Ring of Protection +2	
Efreeti	
Spellimage Bow	
Flaming Longsword	

Attacks

Two-Weapons (primary): Efreeti+2
+14/+9 2d6+7 /15-20 (x2)
Desc: +2 Keen Adamantine Flaming Falchion

Two-Weapons (off-hand): Flaming Longsword+1
+12 1d8+3 /19-20 (x2)
Desc: Classic. Straight blade is the weapon of knighthood and valor, favored by many Paladins

Ranged: Spellshot+1
+12/+7 1d6+6 /20 (x2)
Desc: +1 Alchemical sling, delivers touch spells

Skills

Appraise	4	Ride	6
Balance	2	Search	6
Bluff	2	Sense Motive	0
Climb	15	Sleight of Hand	-
Concentration	18	Speak Language	5
Decipher Script	-	Spellcraft	18
Diplomacy	2	Spot	2
Disable Device	-	Survival	0
Disguise	2	Swim	6
Escape Artist	2	Tumble	-
Forgery	4	Use Magic Device	-
Gather Information	2	Use Rope	2
Handle Animal	6	Knowledge - Arcana	12
Heal	0	Knowledge - Planes	5
Hide	6		
Intimidate	16		
Jump	26		
Listen	2		
Move Silently	2		
Open Lock	-		

Feats

Improved Initiative
Power Attack
Cleave
Quick Draw
Wpn Focus: Falchion
Blind-Fight
Two-Weapon Fighting

Potions & Scrolls: Rage, Lesser Restoration, Cure Critical Wounds x1, Cure Moderate Wounds x3		
Boots Striding and Springing, Brooch of Shielding, Charms +2 Str, Dex, Con, Int, Chr	EFREETI: Detect Magic, Produce Fire,	Advanced Learning: Tenser's Floating Disk (1), Wind wall (3)
SPIDERSILK: Spiderfriend, Web (3/day), Spider Swarm (1/day), Summon Lesser Spiders	Immune to fire, Alter Size (3/day), Scorching Ray (4d6, 3/day), Wall of Fire 8d6 (3/day)	Level 0: <000000> Level 1: <0000000> Level 2: <0000000> Level 3: <0000000>
	Pyrotechnics (3/day), Polymorph self (15 rnds/day)	Level 4: <000000> Level 5: <000>