

Protective Items/AC Adjustments:

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
<i>Bracers of Armour +6</i>	-	6	0	-	0	0%	Arm	
Spirit Armour	-	2	2	-	0	0%	Sacred	from prestige class
<i>Ring of Protection +2</i>	-	2	5	-	0	0%	Def	
				-				
				-				
				-				
				-				
Totals		10	7		0	0%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	9	4			0			
Ranged	9	4			3			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	4	2			0	2			
Reflex	4	2			3	2			
Will	8	5			0	2			

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	0				
Wisdom-based	0				
Charisma-based	7				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Age	Total
STRENGTH	7			4	-1	10
DEXTERITY	13	1		4	-1	17
CONSTITUTION	12				-1	11
INTELLIGENCE	10				1	11
WISDOM	9				1	10
CHARISMA	15	3		6	1	25

Racial Abilities:

Bonus feat at 1st level
+1 skill point per level

Class Abilities:

Eldritch Blast (8d6)
Least and Lesser Invocations
Detect Magic (at will, CL 9)
DR 2/cold iron
Deceive Item (take 10 on Use Magic Device checks)
Aura of Courage (immune to fear and allies within 10 ft gain +4 morale bonus vs fear)
Aura of Menace (enemies within 5 ft take -2 to attack, AC and saves for 24 hrs or until they hit you)
Spirit Blast (eldritch blast does +1 per die to undead and no miss chance vs incorporeal)
Spirit Armour (+2 sacred bonus to AC)
Celestial Flight (fly at land speed with good maneuverability)
Tongues
Energy Resistance (acid 5, cold 5, electricity 5, fire 5)
Fiendish Resilience 2 (2 minutes)
Imbue Item

Special Abilities:

Shout spell-like ability (CL 12) one-time

Starting Proficiencies:

Simple weapons, light armour

Feats:

Arcane Mastery
Spell Penetration
Practiced Spellcaster
Combat Casting
Leadership (c24, f25+)
Maximize Spell-Like Ability (3/day, *eldritch blast*)
Psychic Reformation 1
Point Blank Shot
Touch of Mergurr 1
Greater Spell Penetration

POTIONS:

Spell	Lvl	Spell	Lvl
Resist Energy (Acid)	3	Eagle's Splendour*	3
Cure Serious Wounds	5	Eagle's Splendour*	3
Cure Serious Wounds	5	Remove Blindness	5
Lesser Restoration	3	Cure Serious Wounds	5
Cure Serious Wounds	5	Cure Serious Wounds	5
Eagle's Splendour	3	Cure Serious Wounds	5
Eagle's Splendour*	3	Cure Serious Wounds (x2)*	5

* = in backpack

SCROLLS:

sc	Spell	Lvl	sc	Spell	Lvl
1	Raise Dead (divine)	9	13	Mage Armour (arcane)	1
2	Rope Trick (arcane)	8	14	Lgend Lore (arcane)	11
3	Benign Transposition (arcane)	1	15	Serpent Arrow (arcane)	7
4	Benign Transposition (arcane)	1	16	Fog Cloud (arcane)	3
5	Caltrop (arcane)	1	17	Obscuring Mist (arcane)	1
6	True Strike (arcane)	1	18	Ghost Sound (arcane)	1
7	Clairvoyance/Clairaudience (arcane)	4	19	Teleport (arcane)	9
8	Shadow Walk (arcane)	11	20	Assay Resistance (arcane)	7
9	Delay Poison (divine)	2	21	Dimensional Anchor (divine)	7
10	Cure Moderate Wounds (divine)	3	22	Dimensional Anchor (divine)	7
11	Simulacrum (arcane)	13	23	Dimensional Anchor (divine)	7
12	Death Ward (divine)	7	24	Dimensional Anchor (divine)	7

WANDS:

Spell	Chgs	Lvl	Spell	Chgs	Lvl
Cure Light Wounds	39	1	Benign Transposition*	49	1
True Strike	50	1	Shield	48	5
Cloud Wings*	16	3	Protection from Good	26	3
Invisibility	12	3	True Strike*	27	1
Lightning Bolt	8	5	Mirror Image*	30	3

* in wand bracers

OTHER MAGIC ITEMS:

bracers of armour +6
gloves of dexterity +4
cloak of charisma +6
goggles of foefinding (ignore cover bonus of foes) [MIC p108]
ring of minor spell storing (3 spell levels) (*dimensional anchor* CL 14)
dispelling cord (+2 on dispel checks 5/day) [MIC p94]
belt of giant strength +4
greater crystal of mind cloaking (+5 saves vs mind-affecting, reroll failed mind-affecting save 1/day) [MIC p25]
headband of resistance +2
ring of protection +2
warlock's sceptre (+2 *light mace*, +2 profane bonus to ranged touch attacks, spend up to 5 ch/day : 1 ch = +1d6, 2 ch = +2d6, 3 ch = +3d6, 5 ch = +4d6, 50 ch in total) [CA p145]
lesser chausuble of fell power (+1d6 to *eldritch blast* or any chaotic spell that does damage) [CA p148]

POTIONS:

Spell	Lvl		Spell	Lvl

SCROLLS:

sc	Spell	Lvl		sc	Spell	Lvl
25	Dimensional Anchor (divine)	7		34	Assay Spell Resistance (arcane)	7
26	Dimensional Anchor (divine)	7		34	Assay Spell Resistance (arcane)	7
27	Silent Image (divine)	10		34	Assay Spell Resistance (arcane)	7
28	Silent Image (divine)	10				
29	Silent Image (divine)	10				
30	Displacement (arcane)	15				
31	Magic Circle Against Evil (divine)	5				
32	Analyze Dweomer (arcane)	11				
32	Greater Dispel (divine)	17				
33	Favour of the Martyr (divine)	7				
33	Favour of the Martyr (divine)	7				
34	Assay Spell Resistance (arcane)	7				

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl
Blur	25	3		Cloud Wings	50	3
Arcane Lock	47	7				
Remove Curse	16	5				
Lesser Restoration	12	3				
Assay Spell Resistance	48	4				

OTHER MAGIC ITEMS:

Magic Items Sheet

Class: Warlock

DC: 17 + Spell Level

Name	Level	Type	Subtype	Description
Eldritch Blast	1	n/a	nil	60 ft ray
Devil's Sight	2	Least	nil	See normally in darkness and magical darkness out to 30 ft for 24 hrs
Eldritch Spear	2	Least	Blast Shape	Increases range of eldritch blast to 250 ft with no range increment
See the Unseen	2	Least	nil	Gain darkvision to 60 ft and <i>see invisibility</i> for 24 hrs
Celestial Flight	3	Lesser	nil	You sprout shimmering spirit wings and can fly at a speed equal to your land speed with good maneuverability for 24 hrs
Flee the Scene	4	Lesser	nil	Close range <i>dimension door</i> that leaves behind <i>major image</i> or caster for 1 round.
Spirit Blast	4	Lesser	Eldritch Essence	<i>Eldritch blast</i> deals +1 damage per die to undead and it affects incorporeal creatures without the normal miss chance
Voracious Dispelling	4	Lesser	nil	Use <i>dispel magic</i> as the spell, any creature with an active spell effect dispelled takes 1 point of damage per level of spell effect (no save)
Eldritch Cone	5	Greater	Blast Shape	30 ft cone, no attack roll, Ref save for 1/2 dmg
Eldritch Chain	4	Lesser	Blast Shape	chain to make touch attack against up to 2 additional targets within 30 ft of previous target
Vitriolic Blast	6	Greater	Eldritch Essence	acid dmg, ignores SR, +2d6 dmg for 1 rd/5 lvl

Invocations Sheet

Description

Birthday: 1 Xbalanqueinatl

I know Farby's real name...

Stalwart Pact (13)