

lvl 17 Warlock

Str 8
Dex 19(23)
Con 14
Int 18(22)
Wis 10
Cha 10

Health : 139 = 3 + lvl*8(5+con+fav)

Damage: temp:

AC: 22 = 10 + 6dex + 3def + 3nat || touch: 14 || flat: 29

Fort: 12 = 5+Con+res+trait

Ref : 20 = 10+Dex+res

Will : 15 = 10+Wis+res+trait

BAB: 12 INT: 6

CMB: 11 = BAB + Str

CMD: 30 = 10 + BAB +Str + Dex + Def

Bufs:

Attacks:

Holy magic bolt +19 touch 3d6+9(holy/elec)

Ranged: +15/15/15/10/10/5/5 touch for 3d6+9

Melee: +17/17/12/12/7/7 touch for 3d6+9

Bomb 9d6(fire) DC23 14/14

Spells: (4/3/3/3/3/1) DC = 16 + Spell Level

Prepared/Slots

0th: 6/

Prestidigitation, Detect Magic, Read Magic, Dancing Lights, Mage Hand, Mending

1st: 6/6

Shield, Mage Armor, Silent Image, Unseen Servant, Magic Missile, Alarm

2nd: 6/5

Resist Energy, Web, Invisibility, Spider Climb, Glitterdust, Mirror Image

3rd: 6/4

Dispel Magic, Fly, Haste, Wind Wall, Tongues, Sleet Storm

4th: 5/4

Dimension Door, Dimensional Anchor, Invisibility Greater, Elemental Body I, Arcane Eye

5th: 4/4

Wall of Force, Telekinesis, Telepathic Bond, Cloudkill

6th: 3/2

Summon Monster VI, Veil, Beast Shape IV

Feats(10):

Two Weapon Fighting, weapon finesse, Point Blank Shot, Rapid Shot, craft wondrous item, Improved two weapon fighting, craft magic arms and armor, craft construct, greater two weapon fighting, quicken spell,

Vigilante Talents(8):

Arcane Striker, Mystic Bolts, Arcane Training II, Arcane Training III, Arcane Training IV, Bombs, Arcane Training V, Arcane Training VI

Social Talents(9):

Renown, Loyal Aid, Many Guises, Great Renown, Social Grace(Bluff, Diplomacy, UMD, Intimidate, Sense Motive), Everyman, Incredible Renown, Instant Recognition, Any Guise

Other class features:

Dual Identity, Seamless Guise, Startling Appearance, Frightening Appearance, Stunning Appearance,

Items:



Gold: 110

Traveler's outfit 10lbs 1g

Armor:

Belts: Belt of dex+4

Body: [Otherworldly Kimono](#)

Chest:

Eyes:

Feet:

Hands:

Head:

Headband: Headband of Vast Intellect +4

Neck: Amulet of Natural Armor +3

Ring (up to two): Ring of Sidharion (+3 def, +3 res), ring of evasion

Shield:

Shoulders: [Cape of the Mountebank](#)

Wrist:

Weapons:

+2 Longsword 1d8+2/19-20 4 lbs 8315g

Wands:

Rods:

Backpack 2 lbs 2g

Sack(Misc. Spell materials) ½ lbs 2g

400 gold diamond dust and granite

Nuts, berries, fruit

Skills: 6+int+race = 13 per level ||

	Ranks	Attribute Mods	Misc. Mods	Total Mod(+3 class Bonus)
Bluff (Cha)	17	0	+4	24
Diplomacy (Cha)	17	0	+4	24
Disguise (Cha)	17	0	+20	40
Intimidate (Cha)	17	0	+12	32
Knowledge (local) (Int)	17	6		26
Perception (Wis)	17	0		20
Sense Motive (Wis)	17	0	+4	24
Sleight of Hand (Dex)	17	6		26
Stealth (Dex)	17	6		26
Fly (Dex)	17	6		26
Spellcraft (int)	17	6		26
Use Magic Device (Cha)	17	0	+4	24
Knowledge (planes) (Int)	17	6		26

Languages: Common, Ancient Thessalonian, Celestial, Draconic, Giant, Sylvan, Resilient(+1 fort saves), Indomitable Faith(+1 Will)

Blessed book Spells:

All 0th through 6th wizard spells