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EQUIPMENT WT / COST ITEM LOCATION QTY Greater Chasuble of Fell Power 0 / 18.000 Equipped 1 +2d6 points of damage to Eldritch Blast or any spell with chaotic descriptor that deals damage 0 / 600 Pearl of Speech Equipped 1 When you place a pearl of speech upon your tongue (a standard action), it is absorbed into your mouth until you speak the proper commandword to release it. While absorbed, the pearl grants you the ability to speak and understand a specific language. Each pearl is created for a specific language, and you can have only one pearl of speech active at a time. In addition, while the pearl is active, it can be activated to produce a command effect once per day (Will DC 11 negates).

Gloves of Dexterity +4 Equipped 1 0 / 16.000

Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +4. Both gloves must be worn for the magic to be effective. Moderate transmutation; CL 8th 1 / 4,000

Bracers of Armor +2 Equipped

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th Touch Attack (Ray) (Small) Equipped

Cloak of Charisma +6 Equipped 2 / 36,000 This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +6 enhancement bonus to her Charisma score. Moderate transmutation; CL 8th

Battle Dancer's Anklet Equipped 0 / 13,000

These decorative anklets grant you the unarmed damage and AC bonus of a 5 level Battle Dancer. If you already possess one or more of these abilities they are increased by 5 levels.

Claw Equipped 0/0 0/0 Bite Equipped

TOTAL WEIGHT CARRIED/VALUE 11 lbs. 87,600gp

WEIGHT ALLOWANCE Light 5 Medium 10 Heavy 15 Lift over head 15 Lift off ground 30 Push / Drag 75

MONEY Coin (Gold): 400[Equipped]

Total= 400 gp

[My]

[My]

MAGIC

Languages

Blink Dog, Common, Draconic, Feline, Infernal, Undercommon

Other Companions

Special Abilities

You may roll Spellcraft and Knowledge (Arcana) untrained.

Special Attacks

Eldritch Blast (10d6, 37) (Sp)

Special Qualities

Autumn Harvest (Su)

A number of times a day equal to your Charisma bonus (minimum 1) you can touch a creature with a special dispelling touch, which functions as a targeted Dispel Magic with caster level equal to your total HD.

Batlike (Ex) [My] Curse of Despair [CAr]

Curse one creature as the bestow curse spell, or hinder their attacks.

Damage Reduction (Su)

[CAr] Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves as shown on Table 1-1.

Darkvision (Ex)

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Deceive Item (Ex) [CAr]

At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Detect Magic (Sp)

Beginning at 2nd level, a warlock can use detect magic as the spell at will. His caster level equals his class level.

Eldritch Blast (Sp)

The first ability a warlock learns is eldritch blast. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. An eldritch blast is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An eldritch blast deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An eldritch blast is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher. An eldritch blast is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to eldritch blast. An eldritch blast deals half damage to objects. Metamagic feats cannot improve a warlock's eldritch blast (because it is a spell-like ability,

not a spell). However, the feat Ability Focus (eldritch blast) increases the DC for all saving throws (if any) associated with a warlock's eldritch blast by 2. See page 303 of the Monster Manual. Damage 10d6, DC 37

Eldritch Cone [CAr]

Blast takes the shape of a cone.

[CAr] Eldritch Spear Blast range increases to 250 feet.

Feline Transformation [DC]

At will, as a standard action, a tibbit can transform into a house cat. This effect is similar to the spell polymorph but with a number of key changes.

Fey Type

Fey eat/sleep/breathe

Fiendish Resilience (Su) [CAr]

[MM]

Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1. At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5

Noncombatant [UA]

You are relatively inept at melee combat.

Poor Reflexes [UA] You often zig when you should have zagged.

Flee the Scene [CAr]

Use short-range dimension door as the spell, and leave behind a major image.

Hellfire Blast (Sp) [FCI]

Whenever you use your eldritch blast ability, you can change your eldritch blast into a hell fire blast. A hellfire blast deals your normal eldritch blast damage plus an extra 2d6 points of damage per class level. If your blast hits multiple targets (for example, the eldritch chain or eldritch cone blast shape invocations), each target takes the extra damage. This damage is not fire damage. Hellfire burns hotter than any normal fire, as described in the sidebar on page 119. Each time you use this ability, you take 1 point of Constitution damage. Because the diabolical forces behind the power of hellfire demand part of your essence in exchange for this granted power, if you do not have a Constitution score or are somehow immune to Constitution damage, you cannot use this ability.

Hellfire Infusion (Su)

Starting at 2nd level, you can infuse magic items that you wield with the power of hellfire. Whenever you use a charged magic item (such as a wand or a staff), you can apply one of the following metamagic effects to your next use of the item: empower, enlarge, widen, or energy substitution. These effects work just like the metamagic feats of the same name (the Energy Substitution feat is described on page 79 of Complete Arcane). Using hellfire infusion is a swift action. You can use this ability a number of times per day equal to your Charisma modifier (minimum one). When you infuse an item with hellfire, it glows briefl y with fiery symbols that are disturbing to look upon.

Hellfire Shield (Sp) [FCI]

Starting at 3rd level, you can call up hellfire to surround yourself with a protective barrier. Whenever someone directs a melee attack against you, you can, as an immediate action, aim a blast of hellfire at that creature. This blast deals damage equal to your eldritch blast (including bonus damage from the hellfire blast ability). This blast automatically strikes the target, which can attempt a Reflex saving throw for half damage (DC 10 + 1/2 your character level + your Cha modifier). Each time you use this ability, you take 1 point of Constitution damage. Because the diabolical forces behind the power of hellfire demand part of your essence in exchange for this granted power, if you do not have a Constitution score or are somehow immune to Constitution damage, you cannot use this ability.

Hellrime Blast [CAr]

Blast deals cold damage and target must make Fortitude save or take -2 penalty to Dexterity.

Invocations

A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications: A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the Monster Manual), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the Monster Manual). The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as summarized on Table 1-1 and described below. A list of available invocations can be found following this class description, and a complete description of each invocation can be found in Chapter 4 of this book. At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark). Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency above. Warlocks can qualify for some prestige classes usually intended for spellcasters; see Warlocks and Prestige Classes, page 18, for details.

Invoking [FCI]

At each level, you gain new invocations known, increased damage with eldritch blast, and an increase in invoker level as if you had also gained a level in the warlock class. You do not, however, gain any other benefit a character of that class would have gained.

Iron Vulnerability (Ex) [My]

Iron and steel cause 1 point of damage to a mere touch. Iron or steel weapons deal +1d6 damage against you. If you have DR that would protect against this damage, it does apply (for instance, the damage from steel would be prevented by DR/Cold Iron)

Low-Light Vision (Ex) [PH]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Naturally Psionic (Ex) [XPH]

A phrenic creature gains 1 bonus power point.

Psionic [XPH]

Total Power Points 1; Base Power Points 0; Bonus Power Points 1

Resistance to Fire 10 (Ex) [FCI]

At 2nd level, you gain resistance to fire 10. This resistance stacks with any resistance to fire you have gained from warlock class levels.

Resistance to Fire (Ex) [MM]

You may ignore 10 points of Fire damage each time you take Fire damage

See the Unseen [CAr]

Gain see invisibility as the spell and darkvision.

Strongheart Vest (Unbound) [My]

Your Strongheart Vest reduces all ability damage to you by 1.

Swimming the Styx [CM]

Gain swim speed and ability to breathe water.

Tibbit Racial Traits [DC]

+2 racial bonus on all Spot checks. Tibbits have keen eyes.

+2 racial bonus on all Jump and Escape Artist checks. Like their feline cousins, tibbits are quick, nimble, and lithe.

Automatic Languages: Common and Feline. The Feline language is spoken by all tibbits and cats with an Intelligence of 3 or higher, allowing a tibbit to use the Diplomacy skill against such felines. This language is part of the felines' racial heritage. Other races cannot master it, nor can they use spells such as tongues to communicate with cats. Bonus Languages: Any. Tibbits travel far and wide and their curiosity pushes them to learn a number of languages.

Favored Class: Rogue. A multiclass tibbit's rogue class does not count when determining whether she takes an experience point penalty for multiclassing. Tibbits excel at keeping a low profile and finding secrets, two tasks for which the rogue is ideally suited.

Weapon and Armor Proficiency

Warlocks are proficient with all simple weapons. They are proficient with light armor but not with shields. Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance. However, like arcane spellcasters, a warlock wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (all invocations, including eldritch blast, have a somatic component). A multiclass warlock still incurs the normal arcane spell failure chance for arcane spells received from levels in other classes.

Feats

Empower Spell-Like Ability (Hellfire Blast)

[SS]

You can use a spell-like ability with greater effect than normal.

Choose one of your spell-like abilities, subject to the restrictions below. You can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). When you use an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half. An empowered spel-like ability does half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate. For example, a night hag's empowered magic missile deals 11/2 times normal damage (roll 1d4+1 and multiply the result by 1 1/2 for each missile). Saving throws and opposed rolls (such as the one made when a character casts dispel magic) are not affected. Spell-like abilities without random variables are not affected. You can only select a spell-like ability duplicating a spell with a level less than or equal to one-half yourcaster level

(round down), -2. See the table below. For example, a creature that uses its spell-like abilities as a 13th-level caster can only empower spell-like abilities duplicating spells of 4th level or lower. Special: This feat can be taken multiple times. Each time it is taken, you can apply it to another one of your spell-like abilites.

Shape Soulmeld [MoI]

You gain the ability to shape a single soulmeld.

When this feat is selected, choose a soulmeld from any class's soulmeld list. You can shape that soulmeld using the normal meldshaping rules (see page 49). Once chosen, the soulmeld granted by this feat can never be changed. Your meldshaper level for this soulmeld is equal to one-half your character level. If you have essentia, you can invest essentia in the soulmeld as normal. See Table 2-1: Essentia Capacity on page 19 to determine the soulmeld's essentia capacity. If you have the ability to bind a soulmeld to a chakra, you can bind this soulmeld to any chakra available to you (as long as the soulmeld can be bound to that chakra). Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, choose a new soulmeld.

Spell-Like Ability Focus [Rac

Your spell-like ability becomes more potent Add +2 to the DC for all saving throws against the spell-like ability on which you focus.

Sudden Ability Focus [TM]

+2 DC on any supernatural attack, 1/day

Sudden Still [CAr]

Once per day, you can apply the effect of the Still Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time.

You can still use Still Spell normally if you have it.

Supernatural Transformation

You convert a spell-like ability to a supernatural ability.

You can cast a spell without gestures or special preparation.

One of your innate spell-like abilities becomes a supernatural ability. It is no longer subject to spell resistance, though it can still be suppressed in an antimagic field. Using this ability does not provoke an attack of opportunity. The number of uses, if limited, does not change. The effective caster level equals your total Hit Dice or the effective caster level of the original ability, whichever is higher. Special: You can gain this feat multiple times. Its effects do not stack. Each time you take it, it applies to a new spelllike ability.

Weapon Focus (Spells (Ray)) [PH]

You are especially good at using this specified weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Alertness (Granted) [PH]

You have finely tuned senses.

You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Proficiencies

Aspergillum (Heavy), Battle Gauntlet, Bite, Blowgun, Boulder, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Eldritch Blast, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike

Templates

Magic Blooded (Spark)

Phrenic

Psionic

Unseelie Fey

Temporary Bonus

Tibbit ~ Feline Transformation

Innate

■Detect Magic

□Force Screen

□Nystul's Magic Aura

(DC:10)

□□□Precognition, Defensive

□Read Magic

At Will Curse of Despair (DC:26)

At Will Eldritch Chain

At Will Eldritch Spear

At Will Flee the Scene (DC:26)

At Will Hellrime Blast (DC:26)

At Will See the Unseen

At Will Swimming the Styx

Warlock	Invocation	Spell-like	Abilities

Innate Racial Spells						
Name	School	Time	Duration	Range	Source	
Detect Magic	Divination [Antimagic Domain, Divinati	on [1 standard action	Concentration, up to 12 minutes [D]	60 ft.	PH:p.219	

| Detect Magic
| Solution | Solut

[Au] TARGET: You; EFFECT: You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class [which applies against incorporeal touch attacks, since the force screen is a force effect]. Since it hovers in front of you, the effect has no armor check penalty associated with it. Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1, [SR:No]

Illusion (Glamer) **Nystul's Magic Aura** 1 standard action 12 days [D] Touch

[V, S, F] TARGET: One touched object weighing up to 60 lbs; EFFECT: You alter an item's aura so that it registers to detect spells [and spells with similar capabilities] as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful [fit is an artifact, for instance], magic aura doesn't work. Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura. Focus: A small square of silk that must be passed over the object that receives the aura. [SR:No; DC:10, None; see text

Precognition, Defensive Clairsentience 1 standard action [CASTERLEVEL] min. [D] [Ma, Vi] TARGET: You; EFFECT: Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply. Augment: You can augment this power in one or both of the following ways. 1. For every 3 additional power points you spend, the insight bonus gained increases by 1. 2. If you spend 6 additional power points, you can manifest this power as a swift action.

1 standard action **Read Magic**

[V, S, F] TARGET: You; EFFECT: By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR:No]

*=Domain/Speciality Spell

	Warlock Invocation Spell-like Abilities							
	Name	School	Time	Duration	Range	Source		
At Will	Curse of Despair	Necromancy [Lesser-Invocation]	1 standard action	Permanent	Touch	CAr:p.132		
	[S] TARGET: Creature touched; EFFECT: You place a curse on the subject6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. Even if the save against this ability succeeds, the creature takes -1 penalty on attack rolls for 1 minute. [SR:Yes; DC:26, Will negates]							
At Will	Eldritch Chain	Eldritch-Blast (Blast-Shape) [Lesser-Invo	cat1 standard action	Instantaneous	60 ft.	CAr:p.133		
	[S] TARGET: One primary target, plus 2 secondary targets; EFFECT: You turn your eldritch blast into an arc of energy that jumps from the first target to others. All secondary targets must be within 30 ft. of the previous target and you can't target the same creature more than once. You must make additional ranged touch attacks for each secondary target and if you miss any target in the chain, it ends there. Secondary blasts each deal full damage. [SR:Yes]							
At Will	Eldritch Spear	Eldritch-Blast (Blast-Shape) [Least-Invoc	ati1 standard action	Instantaneous	250 ft.	CAr:p.133		
[S] TARGET	One target; EFFECT: Eldritch spear increases the range of an eldrit	tch blast attack to 250 feet with no range incre	ment. [SR:Yes]					
At Will	Flee the Scene	Conjuration (Teleportation) [Lesser-Invo	ca11 standard action	Instantaneous	Close (55 ft.)	CAr:p.134		
[S] TARGET: You; EFFECT: You instantly transfer yourself from your current location to any other spot within range leaving behind a major image of yourself in your place that lasts for 1 round which reacts appropriately to attacks. [SR:No; DC:26, None and Will disbelief (if interacted with)]								
At Will	Hellrime Blast	Eldritch-Blast (Eldritch-Essence) [Lesser-	Inv1 standard action	10 minutes	See text	CAr:p.134		
[S] TARGET: Creature struck; EFFECT: Hellrime blast deals cold damage and any creature struck by the attack take a -4 penalty to Dexterity. Dexterity penalties from multiple hellrime blasts do not stack. [SR:Yes; DC:26, Fortitude negates]								
At Will	See the Unseen	Transmutation [Least-Invocation]	1 standard action	24 hours	Personal	CAr:p.135		
[S] TARGET: You; EFFECT: You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. You also gain the ability to see up to 60 ft. in total darkness. [SR:No]								
At Will	Swimming the Styx	Transmutation [Least-Invocation]	1 standard action	24 hours	Personal	CM:p.124		
[V] TARGET	[V] TARGET: You; EFFECT: Gain swim speed and ability to breathe water. [SR:No]							
		* =Domain/Specialit	/ Spell					

Warlock Spells

LEVEL KNOWN PER DAY

LEVEL 2 / Per Day:0 / Caster Level:9							
Name	School	Time	Duration	Range	Source		
□□□□□ Eldritch Blast	Eldritch-Blast (Blast-Shape) [Least-Invo	cati1 standard action	Instantaneous	60 ft.	CAr:p.7		
[S] TARGET: One target; EFFECT: Your eldritch blast is a ray of b	paleful magical energy that deals damage and other debilitat	ing effects to your enen	nies. It deals 5d6 points	of damage [half damage to objects] [SR:Yes]			
□□□□□ Eldritch Spear	Eldritch-Blast (Blast-Shape) [Least-Invo	cati1 standard action	Instantaneous	250 ft.	CAr:p.133		
[S] TARGET: One target; EFFECT: Eldritch spear increases the ra	ange of an eldritch blast attack to 250 feet with no range incre	ement. [SR:Yes]					
See the Unseen	Transmutation [Least-Invocation]	1 standard action	24 hours	Personal	CAr:p.135		
[S] TARGET: You; EFFECT: You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. You also gain the ability to see up to 60 ft. in total darkness. [SR:No]							
□□□□□ Swimming the Styx	Transmutation [Least-Invocation]	1 standard action	24 hours	Personal	CM:p.124		
[V] TARGET: You; EFFECT: Gain swim speed and ability to breathe water. [SR:No]							
*=Domain/Speciality Spell							

Warlock Spells							
LEVEL 4 / Per Day:0 / Caster Level:9							
Name	School	Time	Duration	Range	Source		
□□□□□ Curse of Despair	Necromancy [Lesser-Invocation]	1 standard action	Permanent	Touch	CAr:p.132		
[S] TARGET: Creature touched; EFFECT: You place a curse of penalty on attack rolls for 1 minute. [SR:Yes; DC:26, Will ne		es, and checks; or 50% chance	of losing each action. Ev	en if the save against this ability succeeds, the	creature takes -1		
□□□□□ Flee the Scene	Conjuration (Teleportation) [Les	ser-Invoca11 standard action	Instantaneous	Close (45 ft.)	CAr:p.134		
[S] TARGET: You; EFFECT: You instantly transfer yourself from your current location to any other spot within range leaving behind a major image of yourself in your place that lasts for 1 round which reacts appropriately to attacks. [SR:No; DC:26, None and Will disbelief (if interacted with)]							
□□□□□ Hellrime Blast	Eldritch-Blast (Eldritch-Essence)	[Lesser-Inv1 standard action	10 minutes	See text	CAr:p.134		
[5] TARGET: Creature struck; EFFECT: Hellrime blast deals cold damage and any creature struck by the attack take a -4 penalty to Dexterity. Dexterity penalties from multiple hellrime blasts do not stack. [SR:Yes; DC:26, Fortitude negates]							
LEVEL 5 / Per Day:0 / Caster Level:9							
Name	School	Time	Duration	Range	Source		
Eldritch Cone	Eldritch-Blast (Blast-Shape) [Gre	ater-Invoci1 standard action	Instantaneous	60 ft.	CAr:p.133		
[S] TARGET: 30-foot Cone-shaped burst; EFFECT: Eldritch cone deals normal eldritch blast damage to all targets within the area. No ranged touch attack is required but any creature in the area can attempt a saving throw. [SR:Yes; DC:27, Reflex half]							
	* =Domain/	Speciality Spell					

Pyewackett McEnemy Tibbit (Psionic) RACE AGE Male GENDER Darkvision (60 ft.), Low-Light Vision Chaotic Good ALIGNMENT Right DOMINANT HAND 0'0" HEIGHT 0 lbs. WEIGHT EYE COLOUR SKIN COLOUR HAIR / HAIR STYLE PHOBIAS PERSONALITY TRAITS INTERESTS SPOKEN STYLE / CATCH PHRASE RESIDENCE LOCATION None



Race Sub Type Description:

REGION DEITY Fey Race Type

Biography: