

Heckfire De Pierre

Character Name

Warlock 9, Hellfire Warlock 3

CLASS

Player Name

Petal / Fey

RACE

Deity

Tiny / 0 ft.

SIZE / FACE

None

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Darkvision (60 ft.),  
Low-Light Vision

Character Level (CR)

12 (12)

EXP/NEXT LEVEL

66000 / 78000

AGE

0

GENDER

Female

EYES

HAIR

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

6

-2

6

-2

DEX

Dexterity

30

+10

30

+10

CON

Constitution

20

+5

20

+5

INT

Intelligence

20

+5

20

+5

WIS

Wisdom

14

+2

14

+2

CHA

Charisma

33

+11

39

+14

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+10

=

+4

+

+5

+

+1

+

+0

+

+0

+

REFLEX

(dexterity)

+15

=

+4

+

+10

+

+1

+

+0

+

+0

+

WILL

(wisdom)

+12

=

+9

+

+2

+

+1

+

+0

+

+0

+

HP

hit points

132

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

17/cold iron

SPEED

Walk 15 ft., Fly 60 ft.(Good)

AC

armor class

26

:

16

:

23

=

10

+

3

+

0

+

10

+

2

+

0

+

1

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+10

=

+10

+

+0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Conditional Save Modifiers:

Fire Resistance 10

MELEE

attack bonus

TOTAL

+6/+1

=

BASE ATTACK BONUS

+8/+3

+

STAT

-2

+

SIZE

+2

+

MISC

-2

+

EPIC

0

+

TEMP

RANGED

attack bonus

+20/+15

=

+8/+3

+

+10

+

+2

+

+0

+

0

+

GRAPPLE

attack bonus

-182/-187

=

+8/+3

+

-2

+

-188

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+18/+13

DAMAGE

1d2-2

CRITICAL

20/x2

REACH

0 ft.

Special Properties:

\*Warlock's Scepter (Tiny)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

T

20/x2

0 ft.

To Hit

Dam

To Hit

Dam

1H-P

+19/+14

1d3-1

2W-P-(OH)

+13/+8

1d3-1

1H-O

+15/+10

1d3-1

2W-P-(OL)

+15/+10

1d3-1

2H

+19/+14

1d3-1

2W-OH

+11

1d3-1

Special Properties: The weapon adds a +1 profane bonus to your ranged touch attack. It also has 5 charges/ day. Spending 1 charge adds +1d6 to your next eldritch blast, 3 charges add +2d6, 5 charges add +4d6. If all charges are spent the ranged touch attack bonus disappears until they are renewed tomorrow.

\*Touch Attack (Ray) (Tiny)

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

T

19-20/x2

0 ft.

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Bracers of Armor +3

+3

+0

0

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 +3, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th

\*Ring of Protection +1

+1

+0

0

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th

TOTAL SKILLPOINTS: 105

SKILLS

MAX RANKS: 15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

5

=

5

✓ Balance

DEX

10

=

10

✓ Bluff

CHA

29

=

14

+

15

✓ Climb

STR

-2

=

-2

✓ Concentration

CON

20

=

5

+

15

✓ Craft (Alchemy)

INT

9

=

5

+

4

✓ Craft (Untrained)

INT

5

=

5

✓ Diplomacy

CHA

14

=

14

✓ Disguise

CHA

14

=

14

✓ Disguise (Act in character)

CHA

16

=

14

+

2

✓ Escape Artist

DEX

10

=

10

✓ Forgery

INT

5

=

5

✓ Gather Information

CHA

14

=

14

✓ Heal

WIS

2

=

2

✓ Hide

DEX

18

=

10

+

8

✓ Intimidate

CHA

31

=

14

+

15

+

2

✓ Intimidate (Demoralize opponent)

CHA

14

=

14

✓ Jump

STR

-8

=

-2

+

-6

✓ Knowledge (The Planes)

INT

20

=

5

+

15

✓ Knowledge (Untrained)

INT

5

=

5

✓ Listen

WIS

2

=

2

✓ Move Silently

DEX

10

=

10

✓ Ride

DEX

10

=

10

✓ Search

INT

5

=

5

✓ Sense Motive

WIS

2

=

2

✓ Speak Language(Infernal)

1

=

0

+

1

✓ Spellcraft

INT

22

=

5

+

15

+

2

✓ Spellcraft (Decipher spell on scroll)

INT

24

=

5

+

15

+

4

✓ Spot

WIS

2

=

2

✓ Survival

WIS

2

=

2

✓ Survival (The Planes)

WIS

4

=

2

+

2

✓ Swim

STR

-2

=

-2

✓ Use Magic Device

CHA

29

=

14

+

15

✓ Use Magic Device (Scroll)

CHA

31

=

14

+

15

+

2

✓ Use Rope

DEX

10

=

10

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Greater Chasuble of Fell Power</b>	Equipped	1	0 / 18,000
+2d6 points of damage to Eldritch Blast or any spell with chaotic descriptor that deals damage			
<b>Bracers of Armor +3</b>	Equipped	1	1 / 9,000
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 +3, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th			
<b>Warlock's Scepter (Tiny)</b>	Equipped	1	0.3 / 8,302.5
The weapon adds a +1 profane bonus to your ranged touch attack. It also has 5 charges/ day. Spending 1 charge adds +1d6 to your next eldritch blast, 3 charges add +2d6, 5 charges add +4d6. If all charges are spent the ranged touch attack bonus disappears until they are renewed tomorrow.			
<b>Ring of Protection +1</b>	Equipped	1	0 / 2,000
This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th			
<b>Touch Attack (Ray) (Tiny)</b>	Equipped	1	0 / 0
<b>Cloak of Charisma +6</b>	Equipped	1	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			
<b>Vest of Resistance +1</b>	Equipped	1	1 / 1,000
TOTAL WEIGHT CARRIED/VALUE		4.3 lbs.	74,302.5gp

WEIGHT ALLOWANCE			
Light	10	Medium	20
Lift over head	30	Lift off ground	60
		Heavy	30
		Push / Drag	150

MONEY
Total= 0 gp [Unspent Funds = 697.5 gp]

MAGIC
Languages
Common, Infernal, Sylvan
Other Companions

Special Abilities
You may roll Spellcraft and Knowledge (Arcana) untrained.

Special Attacks
<b>Eldritch Blast (10d6, 39) (Sp)</b> [ My ]

Special Qualities
<b>Autumn Harvest (Su)</b> [ My ] 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.
<b>Curse of Despair</b> [ CAR ] Curse one creature as the bestow curse spell, or hinder their attacks.
<b>Damage Reduction (Su)</b> [ 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.
<b>Darkvision Vision (Ex)</b> [ My ] You gain Darkvision 60'.
<b>Deceive Item (Ex)</b> [ 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.
<b>Detect Magic (Sp)</b> [ CAR ] Beginning at 2nd level, a warlock can use detect magic as the spell at will. His caster level equals his class level.
<b>Eldritch Blast (Sp)</b> [ My ] 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 39
<b>Eldritch Line</b> [ DM ] This blast shape invocation allows you to invoke your eldritch blast as a 60-foot line. An eldritch line deals the normal eldritch blast damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the line can attempt a Reflex save for half damage.
<b>Eldritch Spear</b> [ CAR ] Blast range increases to 250 feet.
<b>Fey Type</b> [ MM ] Fey eat/sleep/breathe
<b>Fiendish Resilience (Su)</b> [ CAR ]

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.	

Flee the Scene	[ CAR ]
Use short-range dimension door as the spell, and leave behind a major image.	

Hammer Blast	[ CM ]
Eldritch blast deals normal damage to objects.	

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)	[ FCI ]
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 briefly 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	[ CAR ]
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 ]
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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.

**None (Ex)** [ My ]

**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.

**Group Fake-Out** [ CS ]  
You can use Bluff to feint in combat (PH 68) against more than one opponent. Make on Bluff check opposed by separate Sense Motive checks for each opponent. For each opponent after the first that you wish to affect, you take a cumulative -2 penalty on your Bluff check.

**Timely Misdirection** [ CS ]  
If you succeed on a Bluff check to feint in combat (PH 68), your opponent can't make any attacks of opportunity against you until the start of its next turn. This effect is in addition to the normal benefits of a successful feint.

**Swift Concentration** [ CS ]  
You can maintain concentration on a spell or similar effect as a swift action.

**Weapon and Armor Proficiency** [ CAR ]  
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)** [UR]  
[Sp version] Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature 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 a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by onehalf. An empowered spell-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. 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. The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat. For example, a creature that uses its spell-like abilities as a 13th-level caster can only empower spelllike abilities duplicating spells of 4th level or lower. Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilites.

**Improved Critical (Spells (Ray))** [PH]  
Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.  
When using the weapon you selected, your threat range is doubled.

**Quicken Spell-Like Ability (Hellfire Blast)** [UR]  
[Sp version] Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action-including the use of another spell-like ability-in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round. The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -4. For a summary, see the table below. For example, a creature that uses its spell-like abilities as a 15th-level caster can only quicken spell-like abilities duplicating spells of 3rd level or lower. In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened. Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise. Special: This feat can be taken multiple

times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

**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.

**Supernatural Transformation** [SS]  
You convert a spell-like ability to a supernatural ability.

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.

**Weapon Finesse (Granted)** [PH]  
You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

### Proficiencies

Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, 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)

Unseelie Fey

Innate

- ☐Detect Magic
- ☐Nystul's Magic Aura (DC:10)
- ☐Read Magic

Warlock Invocation Spell-like Abilities

At Will **Curse of Despair** (DC:28)

At Will **Eldritch Line** (DC:26)

At Will **Eldritch Spear**

At Will **Flee the Scene** (DC:28)

At Will **Hammer Blast**

At Will **Hellrime Blast** (DC:28)

At Will **See the Unseen**

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<div><input type="checkbox"/> <b>Detect Magic</b></div>	<b>Divination</b> [Antimagic Domain, Divination] 1	standard action	Concentration, up to 12 minutes [D]	60 ft.	PH:p.219
[V, S] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two. [----- Aura Power ----- Spell or Object [Faint [Moderate [Strong [Overwhelming Functioning spell [spell level] [3rd or lower [4th-6th [7th-9th [10th+ [deity-level] Magic item [caster level] [5th or lower [6th-11th [12th-20th [21st+ [artifact] Lingered Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength [Duration of Lingering Aura Faint [1d6 rounds Moderate [1d6 minutes Strong [1d6x10 minutes Overwhelming [1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
<div><input type="checkbox"/> <b>Nystul's Magic Aura</b></div>	<b>Illusion</b> (Glamer)	1 standard action	12 days [D]	Touch	PH:p.257
[V, S, F] <b>TARGET:</b> One touched object weighing up to 60 lbs; <b>EFFECT:</b> 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 [if it 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]					
<div><input type="checkbox"/> <b>Read Magic</b></div>	<b>Divination</b>	1 standard action	120 minutes	Personal	PH:p.269
[V, S, F] <b>TARGET:</b> You; <b>EFFECT:</b> 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 <b>Curse of Despair</b>	<b>Necromancy</b> [Lesser-Invocation]	1 standard action	Permanent	Touch	CAr:p.132
[S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You place a curse on the subject. -6 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:28, Will negates]					
At Will <b>Eldritch Line</b>	<b>Eldritch-Blast</b> [Greater-Invocation, Blast Sh 1	standard action	Instantaneous	60'	DM:p.82
[S] <b>TARGET:</b> 60' Line; <b>EFFECT:</b> This blast shape invocation allows you to invoke your eldritch blast as a 60-toot line. An eldritch line deals the normal eldritch blast damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the line can attempt a Reflex save for half damage. [SR:Yes; DC:26, Reflex half]					
At Will <b>Eldritch Spear</b>	<b>Eldritch-Blast</b> (Blast-Shape) [Least-Invocati	1 standard action	Instantaneous	250 ft.	CAr:p.133
[S] <b>TARGET:</b> One target; <b>EFFECT:</b> Eldritch spear increases the range of an eldritch blast attack to 250 feet with no range increment. [SR:Yes]					
At Will <b>Flee the Scene</b>	<b>Conjuration</b> (Teleportation) [Lesser-Invocati	1 standard action	Instantaneous	Close (55 ft.)	CAr:p.134
[S] <b>TARGET:</b> You; <b>EFFECT:</b> 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:28, None and Will disbelief (if interacted with)]					
At Will <b>Hammer Blast</b>	<b>Eldritch-Blast</b> (Eldritch-Essence) [Least-Invc	1 swift action	1 round	Blast	CM:p.124
[V] <b>TARGET:</b> Object struck; <b>EFFECT:</b> Eldritch blast deals normal damage to objects. [SR:No]					
At Will <b>Hellrime Blast</b>	<b>Eldritch-Blast</b> (Eldritch-Essence) [Lesser-Inv	1 standard action	10 minutes	See text	CAr:p.134
[S] <b>TARGET:</b> Creature struck; <b>EFFECT:</b> 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:28, Fortitude negates]					
At Will <b>See the Unseen</b>	<b>Transmutation</b> [Least-Invocation]	1 standard action	24 hours	Personal	CAr:p.135
[S] <b>TARGET:</b> You; <b>EFFECT:</b> 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]					
* =Domain/Speciality Spell					

Warlock Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	—	—	4	—	3	1	—	—	—	—
PER DAY	—	—	—	—	—	—	—	—	—	—

LEVEL 2 / Per Day:0 / Caster Level:9

Name	School	Time	Duration	Range	Source
<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <b>Eldritch Blast</b></div>	<b>Eldritch-Blast</b> (Blast-Shape) [Least-Invocati	1 standard action	Instantaneous	60 ft.	CAr:p.7
[S] <b>TARGET:</b> One target; <b>EFFECT:</b> Your eldritch blast is a ray of baleful magical energy that deals damage and other debilitating effects to your enemies. It deals 5d6 points of damage [half damage to objects] [SR:Yes]					
<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <b>Eldritch Spear</b></div>	<b>Eldritch-Blast</b> (Blast-Shape) [Least-Invocati	1 standard action	Instantaneous	250 ft.	CAr:p.133
[S] <b>TARGET:</b> One target; <b>EFFECT:</b> Eldritch spear increases the range of an eldritch blast attack to 250 feet with no range increment. [SR:Yes]					
<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <b>Hammer Blast</b></div>	<b>Eldritch-Blast</b> (Eldritch-Essence) [Least-Invc	1 swift action	1 round	Blast	CM:p.124
[V] <b>TARGET:</b> Object struck; <b>EFFECT:</b> Eldritch blast deals normal damage to objects. [SR:No]					
<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <b>See the Unseen</b></div>	<b>Transmutation</b> [Least-Invocation]	1 standard action	24 hours	Personal	CAr:p.135
[S] <b>TARGET:</b> You; <b>EFFECT:</b> 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]					

LEVEL 4 / Per Day:0 / Caster Level:9

Name	School	Time	Duration	Range	Source
<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <b>Curse of Despair</b></div>	<b>Necromancy</b> [Lesser-Invocation]	1 standard action	Permanent	Touch	CAr:p.132
[S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You place a curse on the subject. -6 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:28, Will negates]					
<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <b>Flee the Scene</b></div>	<b>Conjuration</b> (Teleportation) [Lesser-Invocati	1 standard action	Instantaneous	Close (45 ft.)	CAr:p.134
[S] <b>TARGET:</b> You; <b>EFFECT:</b> 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:28, None and Will disbelief (if interacted with)]					
<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <b>Hellrime Blast</b></div>	<b>Eldritch-Blast</b> (Eldritch-Essence) [Lesser-Inv	1 standard action	10 minutes	See text	CAr:p.134
[S] <b>TARGET:</b> Creature struck; <b>EFFECT:</b> 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:28, Fortitude negates]					
* =Domain/Speciality Spell					

Warlock Spells

LEVEL 5 / Per Day:0 / Caster Level:9

Name	School	Time	Duration	Range	Source
▣▣▣▣ Eldritch Line	Eldritch-Blast [Greater-Invocation, Blast Sh	1 standard action	Instantaneous	60'	DM:p.82

[S] **TARGET:** 60' Line; **EFFECT:** This blast shape invocation allows you to invoke your eldritch blast as a 60-foot line. An eldritch line deals the normal eldritch blast damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the line can attempt a Reflex save for half damage. [SR:Yes; DC:29, Reflex half]

\* =Domain/Speciality Spell

# Heckfire De Pierre

Petal
RACE
0
AGE
Female
GENDER
Darkvision (60 ft.), Low-Light Vision
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
REGION
DEITY
Fey
Race Type
Race Sub Type

Description:  
Biography: