

Foster Efreet

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

Hit Points (hp)	86	Initiative	+6	Grapple	+8	Damage Reduction	
Spell Penetration	14	Speed (Foot)	35 ft.	Spell Fail	0%	Spell Resistance	0

Attacks	Weapon	Attacks	Damage	Critical	Description
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

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	24	15 / 22	Spidersilk+2 / None		+10	+6	+8

Skills	Abilities
Appraise 4	== Racial Traits: Talfellow ==
Balance 2	+1 racial bonus on all saving throws
Bluff 2	+2 moral bonus on saves against fear
Climb 15	+1 racial attack bonus with Thrown Weapons and Slings
Concentration 18	+2 racial bonus on Listen, Search & Spot Checks
Decipher Script -	Automatic Search check when passing within 5 ft. of hidden doors
Diplomacy 2	== Class Features: Fighter 2nd ==
Disable Device -	2x Bonus combat-oriented Feat
Disguise 2	== Class Features: Warmage 10th ==
Escape Artist 2	Armored Mage (Ex) (light and medium)
Forgery 4	Warmage Edge (Ex) (+4 damage to spells that deal hp damage)
Gather Information 2	Advanced Learning (Ex) (Bonus 1st level Evocation spell known)
Handle Animal 6	Advanced Learning (Ex) (Bonus 1st-3rd level Evoc. spell known)
Heal 0	Bonus Feat: Sudden Empower
Hide 6	Bonus Feat: Sudden Enlarge
Intimidate 16	== CHARACTER STATUS ==
Jump 26	No errors detected
Listen 2	
Move Silently 2	
Open Lock -	
Ride 6	
Search 6	
Sense Motive 0	
Sleight of Hand -	
Speak Language 5	
Spellcraft 18	
Spot 2	
Survival 0	
Swim 6	
Tumble -	
Use Magic Device -	
Use Rope 2	
Knowledge - Arcana 12	
Knowledge - Planes 5	



Languages	Common, Halfling
Money	2500 gp sp

Feats
Improved Initiative +4 bonus on Initiative checks
Power Attack Trade attack bonus for damage (up to +7) (x2 damage if two-handed)
Cleave Extra melee attack after dropping target
Quick Draw Draw weapon as a free action
Wpn Focus: Falchion +1 bonus on attack rolls with: Falchion
Blind-Fight Reroll miss chance for concealment
Two-Weapon Fighting Reduce two-weapon fighting penalty by 2

Equipment
Efreeti, Spellmage Bow, Flaming Longsword, , , ,
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Magic Items
Force Shield, Amulet of Natural Armor +1
Ring of Protection +2
Potion Rage, L.Restoration, Cure Critical x1, Cure Moderate x3
Boots of Striding and Springing, Charms +2 Str, Dex, Con, Int, Chr, Brooch of Shielding
Spidersilk: Spiderfriend, Summon Lesser Spiders, Spider Swarm (1/day), Web (3/day)
Efreeti: Immune to fire, Alter Size 10 rnds/day, Scorching Ray (+6 touch/4d6, 3/day), Wall of Fire 8d6 (3/day)
Efreeti: Detect Magic, Produce Fire, Pyrotechnics (each 3/day), Polymorph self (15 rnds/day)

Spells: Advanced Learning: Tenser's Floating Disk (1), Wind wall (3)
Level 0: <000000>, Level 1: <0000000>
Level 2: <0000000>, Level 3: <0000000>
Level 4: <000000>
Level 5: <0000>