

SHIELD	None		Adj.	Check Adj.:	
Max Dex:		Armor Check:	Spell Fail:		
Desc:					
Notes:					

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

[illegible]

Total Weight		Load Class		Max Dex		Chk Pen.		
Selection List:		All Feats and Traits						
FEATS		4	=	1	+	2	+	1

ENCUMBRANCE					Total Value	
58.3	116.7	175.0	350.0	875.0		
Light	Medium	Heavy	Lift	Drag	Adj	

Reactionary Trait	+2 trait bonus to Initiative checks	✓
Magical Lineage Trait	Select one Spell: -1 to spell level when applying metamagic feats to this spell adjusted level	
Scribe Scroll	Create magic scrolls	
Command Undead	For 1 use of Channel Energy, std action, control up to 2HD of Undead WILL DC11	
Spell Focus: Necromancy	Add +1 to the DC against spells of the Necromancy school of magic	✓
Spell Penetration	+2 bonus on caster level checks to overcome Spell Resistance	✓

COINS		SPELLS	
Platinum:	0 pp	Cast	
Gold:	0 gp	C	
Silver:	0 sp	Cast	
Copper:	0 cp	Sp	
GEMS		Spell	

LOCATIONS

Tag Weight

[illegible]

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Racial Traits: Tiedfling (P)
Darkness (Sp): 1/day, as the spell, CL2 <O>
Energy Resistance (Ex): Cold 5, Electricity 5, Fire 5
Skills: +2 racial bonus on Bluff & Stealth Checks

————| **Damage Reduction** |————
2 / Silver

————| **Energy Resistance** |————
Cold: 5, Electricity: 5, Fire: 5

————| **Vision & Senses** |————
Darkvision 60 ft.

Class Features: Wizard (P) 2nd

Weapon & Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with a wizard's movements, which can cause his spells with somatic components to fail

Concentration check: 1d20+7

Cantrips: cast your Cantrips at will

Bonus Feat: Scribe Scroll

Arcane Bond (Ex): Imp

Arcane School: Necromancy

Power over Undead (Su): Gain channel energy

Grave Touch (Su): 8/day < OOOOOOOO > As a std action, make a Melee Touch attack that causes a living creature to become shaken for 1 rounds. If you touch a shaken creature with less than 2 HD, it becomes frightened for 1 round

—	Languages (x8)	—
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Common, Infernal, Suloise, Old Oeridian, Ancient Baklunish, Elven, Drow, Draconic, Goblin, Abyssal.

CHARACTER STATUS

No errors detected

Entered an infernal pact with Asmodeus in exchange for his soul when he dies, he has been granted specialty in the necromancy school of magic.
This specialty incurs no oppositional school(s).

The Spell for Magical Lineage is Ray of Enfeeblement

Imp - Chaunzaggoroth

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; Senses darkvision 60 ft., detect good, detect magic, see in darkness; Perception +7

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

Hp 16 (3d10); fast healing 2

Fort +1, Ref +6, Will +4

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +8 (1d4 plus poison) Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Space 2-1/2 ft.; Reach 0 ft.

Spell-Like Abilities (CL 6th) - Constant—detect good, detect magic, At will—invisibility (self only), 1/day—augury, suggestion (DC 15), 1/week—commune (6 questions, CL 12th)

Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14, Base Atk +3; CMB +1; CMD 15, Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven, beast shape I)

Familiar Service

Willingly serving spellcasters as familiars, imps play the role of dutiful servants, often granting their masters cunning advice and infernal insights. In truth, though, an imp works to deliver souls to Hell, assuring that its master's soul—and as many collateral souls as possible—faces damnation upon death.

Morghulis

NOTES

Tiefling (P) 0HD, Wizard (P) 2nd

Medium Outsider (Native)

Alignment: Lawful Evil

Hit Dice: 0d8, 2d6+4 (14 hp)

Initiative: +10

Speed: 30' (6 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 14 (+4 Dex), Touch 14, Flat-Footed 10

Saves: Fort +2, Ref +4, Will +5

Abilities: Str 14, Dex 18, Con 15, Int 20, Wis 15, Cha 11

Base Att/CMB/CMD: +1 / +3 / 17

Single Attack:

Quarterstaff: +3 melee (1d6+2/20)

Dagger: +3 melee (1d4+2/19-20)

Light Crossbow: +5 ranged (1d8/19-20)

Full Attack:

Quarterstaff: +3 melee (1d6+2/20)

Dagger: +3 melee (1d4+2/19-20)

Light Crossbow: +5 ranged (1d8/19-20)

FEATS

Reactionary Trait, Magical Lineage Trait, Scribe Scroll, Command Undead, Spell Focus: Necromancy, Spell Penetration.

SKILLS

Acrobatics +4, Appraise +9, Bluff +3, Climb +2, Diplomacy +0, Disguise +0, Escape Art +4, Fly +4, Heal +2, Intimidate +0, Linguistics +9, Perception +3, Ride +4, Sense Motive +3, Spellcraft +10, Stealth +6, Survival +2, Swim +2, Kn:Arcana +10, Kn:Dungeon +10, Kn:Nature +9, Kn:Planes +10, Kn:Religion +10.

WIZARD (P) SPELLS

Spells per Day: (4+1/4+1; save DC 15+spell level):

Touch of Fatigue, Acid Splash, Detect Magic, Message, Mage Hand.

Ray of Sickening, Mage Armor, Magic Missile, Shocking Grasp, Obscuring Mist.

EQUIPMENT

Backpack, 2xInkpen, 2xInk, 4xParchment, 10xPaper, 2xScroll Case, 2xPouch, Small Steel Mirror, Signet Ring, 2xFlask, 2xSpell Component Pouch, Wizard's Spellbook, Sealing Wax, 7xRations, Waterskin, Potion Belt M/W, Scroll Organizer, Dagger, Quarterstaff, Light Crossbow, 20xCrossbow Bolt 2xPotion of CLW

TOTAL CHARACTER VALUE

402 gp.

Racial Traits: Tiefling (P)

Darkness (Sp): 1/day, as the spell, CL2 <O>

Energy Resistance (Ex): Cold 5, Electricity 5, Fire 5

Skills: +2 racial bonus on Bluff & Stealth Checks

Damage Reduction

2 / Silver

Energy Resistance

Cold: 5, Electricity: 5, Fire: 5

Vision & Senses

Darkvision 60 ft.

Class Features: Wizard (P) 2nd

Weapon & Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with a wizard's movements, which can cause his spells with somatic components to fail

Concentration check: 1d20+7

Cantrips: cast your Cantrips at will

Bonus Feat: Scribe Scroll

Arcane Bond (Ex): Imp

Arcane School: Necromancy

Power over Undead (Su): Gain channel energy only to Command Undead

Use this ability 8/day, DC11 < OOOOOOOO >

Grave Touch (Su): 8/day < OOOOOOOO > As a std action, make a Melee Touch attack that causes a living creature to become shaken for 1 rounds. If you touch a shaken creature with less than 2 HD, it becomes frightened for 1 round

Languages (x8)

Common, Infernal, Suloise, Old Oeridian, Ancient Baklunish, Elven, Drow, Draconic, Goblin, Abyssal,

CHARACTER STATUS

No errors detected

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SPELL PLANNER #1 for
Wizard (P)

Necromancer

Effective	2	2	
Caster Level			

TOTAL Class Adj.

SCHOOLS
Abjuration, Conjunction, Divination,
Enchantment, Evocation, Illusion,
Necromancy, Transmutation, Universal

Spells per Day:	4+1	4+1								
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	15	16								

Spell Used:	0	0	0	0	0	0	0	0	0	0
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LEGEND

Morghulis

*: See text, crt: Creature, chk: check, conc: Concentration,
dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit
Die, HP: Hit Points, hr: Hour, max: Maximum, min:
Minute, neg: Negate, obj: Object, part: Partial, rad:
Radius, rd: Round, (S)hapeable, temp: Temporary, vs:
Versus, wpn: Weapon

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Show only level: 1

Checks	Lvl	Wizard (P) lvl 1 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○○○	0	Touch of Fatigue	N	VSM	1 action	Touch	1 crt Touched	2 rnd	Fort neg [DC16]	Yes	Fatigues subject	CRB360
○○○○○	0	Acid Splash	C	VS	1 action	30 ft.	1 orb of Acid	Instant	None	No	Orb thrown as a ranged touch attack that deals 1d3 Acid dmg	CRB239
○○○○○	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	2 min (D)	None	No	Detects spells and magic items within 60'	CRB267
○○○○○	0	Message	T	VSF	1 action	120 ft.	2 crt	20 min	None	No	Whispered conversation at distance	CRB313
○○○○○	0	Mage Hand	T	VS	1 action	30 ft.	1 nonmagical obj, max 5 lbs	Conc.	None	No	5-pound telekinesis	CRB306
○○○○○	1	Ray of Sickening	N	VSM	1 action	30 ft.	Ray	2 min	Fort part* [DC17]	Yes	Ray sickens target	UM234
○○○○○	1	Mage Armor	C	VSF	1 action	Touch	1 crt Touched	2 hr (D)	Will neg [DC16]	No	Gives subject +4 armor bonus	CRB306
○○○○○	1	Magic Missile	Ev	VS	1 action	120 ft.	Up to 1 crt, within 15 ft. apart	Instant	None	Yes	Missile of magical energy deals 1d4+1 force damage	CRB309
○○○○○	1	Shocking Grasp	Ev	VS	1 action	Touch	1 crt or obj touched	Instant	None	Yes	Touch delivers 2d6 electricity damage. +3 attack vs metal	CRB343
○○○○○	1	Obscuring Mist	C	VS	1 action	ft.	Cloud spreads in 20 ft. rad, 20 ft. high	2 min	None	No	Fog cloud spreads in 20' radius from you, 20' high	CRB317

