

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

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

MAGICAL ITEMS WORN		List:	Rods
Head:	Headband of Intellect +2	Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			Pearl of Power (1st, Wizard)
Right Finger:			Rod of Metamagic: Lesser Extend
Left Finger:			Rod of Metamagic: Lesser Reach

[illegible]

SPELLS		Arcane Spell Failure:		0%		Adj.: <input type="text"/>	
Casting Class:	Wizard						
Caster Level:	6						
Caster level adj:							
Spell / day adj:							
Spell known adj:							

[illegible]

LOCATIONS	
PB	0.4 lb
HH	100.8 lb

Tag Weight

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[illegible]

Total Weight		Load Class		Max Dex		Chk Pen.		ENCUMBRANCE				Total Value	
Feature List:								All Feats and Traits					
FEATS		8	=	3	+	3	+	2	58.3	116.7	175.0	350.0	875.0
								Light	Medium	Heavy	Lift	Drag	Adj

[illegible]




_____ **Racial Traits: Tying (P)** _____
Darkness (Sp): 1/day, as the spell, CL6 <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) 6th** _____
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+12
Cantrips: cast your Cantrips at will
Bonus Feat: Scribe Scroll
Bonus Feat: Gain 1 bonus feat, selected from metamagic feats, item creation feats, Arcane Discoveries or Spell Mastery. You must still meet all prerequisites for the selected feat
Arcane Bond (Ex): Imp
Arcane School: Necromancy
Power over Undead (Su): Gain channel energy only to Command Undead
 Use this ability 9/day, DC13 < OOOOOOOOO >
Grave Touch (Su): 9/day < OOOOOOOOO > As a std action, make a Melee Touch attack that causes a living creature to become shaken for 3 rounds. If you touch a shaken creature with less than 6 HD, it becomes frightened for 1 round
 _____ **Languages (x9)** _____
 Common, Infernal, Suloise, Old Oeridian, Ancient Baklunish, Elven, Drow, Draconic, Goblin, Abyssal, Dwarven




— Description for the Magical Items Worn —
Headband of Intellect +2: +2 enh. bonus to INT
Pearl of Power (1st, Wizard): Recall any one 1st level spell
Rod of Metamagic: Lesser Extend: Can cast 3 spells of 3rd lvl or lower per day using Extend Spell
Rod of Metamagic: Lesser Reach: Can cast 3 spells of 3rd lvl or lower per day using Reach Spell feat




[illegible]

LANGUAGES		Avail.	Adj.
Common, Infernal		9	
Suloise, Old Oeridian, Ancient Baklunish, Elven, Drow, Draconic, Goblin, Abyssal, Dwarven			

Spell Difficulty Class Adj.

Wizard
SPELL DC Adj.  =  + 
Effects Adj.

SPELL DC Adj.  =  + 
Effects Adj.

SPELL DC Adj.  =  + 
Effects Adj.

[illegible][illegible][illegible]

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 - Chaunzaggeroth

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.

Tiefling (P) 0HD, Wizard (P) 6th

Medium Outsider (Native)

Alignment: Lawful Evil
Hit Dice: 0d8, 6d6+12 (41 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 +4, Ref +6, Will +7
Abilities: Str 14, Dex 18, Con 15, Int 23, Wis 15, Cha 11
Base Att/CMB/CMD: +3 / +5 / 19
Single Attack:
Quarterstaff: +5 melee (1d6+2/20)
Dagger: +5 melee (1d4+2/19-20)
Light Crossbow: +7 ranged (1d8/19-20)

Full Attack:
Quarterstaff: +5 melee (1d6+2/20)
Dagger: +5 melee (1d4+2/19-20)
Light Crossbow: +7 ranged (1d8/19-20)

FEATS
Reactionary Trait, Magical Lineage Trait, Alertness, Scribe Scroll, Command Undead, Spell Focus: Necromancy, Spell Penetration, Greater Spell Focus: Necromancy, Craft Wand, Greater Spell Penetration.

SKILLS
Acrobatics +4, Appraise +10, Bluff +4, Climb +2, Diplomacy +0, Disguise +0, Escape Art +4, Fly +12, Heal +2, Intimidate +0, Linguistics +11, Perception +5, Ride +4, Sense Motive +10, Spellcraft +15, Stealth +6, Survival +2, Swim +2, Kn:Arcana +15, Kn:Dungeon +12, Kn:Eng +10, Kn:Geo +11, Kn:History +11, Kn:Local +10, Kn:Nature +11, Kn:Nobility +11, Kn:Planes +15, Kn:Psionics +11, Kn:Religion +12.

WIZARD (P) SPELLS
Spells per Day: (4+1/6+1/5+1/3+1; save DC 16+spell level):
Touch of Fatigue, Acid Splash, Detect Magic, Message, Mage Hand.
Ray of Sickening, Mage Armor, Magic Missile, Shocking Grasp, Obscuring Mist, Ray of Enfeeblement, Grease. Invisibility, Frigid Touch, Ghoul Touch, Spectral Hand,
Rope Trick, Flaming Sphere. Lightning Bolt, Fly, Vampiric Touch, Haste.

EQUIPMENT
Basic Equipment List, 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, Potion of CMW, Potion of Fly, Handy Haversack

MAGICAL ITEMS WORN
Headband of Intellect +2
Pearl of Power (1st, Wizard)
Rod of Metamagic: Lesser Extend
Rod of Metamagic: Lesser Reach

TOTAL CHARACTER VALUE
14,974 gp.

Racial Traits: Tiefling (P)
Darkness (Sp): 1/day, as the spell, CL6 <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) 6th
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+12
Cantrips: cast your Cantrips at will
Bonus Feat: Scribe Scroll
Bonus Feat: Gain 1 bonus feat, selected from metamagic feats, item creation feats, Arcane Discoveries or Spell Mastery. You must still meet all prerequisites for the selected feat
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Use this ability 9/day, DC13 < OOOOOOOOOO >
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Description for the Magical Items Worn
Headband of Intellect +2: +2 enh. bonus to INT
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Rod of Metamagic: Lesser Reach: Can cast 3 spells of 3rd lvl or lower per day using Reach Spell feat

CHARACTER STATUS
No errors detected

Pathfinder
FAMILIAR

Imp

Race

Tiny

Size

Outsider

Type

Abilities

Score

Modif.

Adj.

STR

Strength

10

+0

DEX

Dexterity

17

+3

CON

Constitution

10

+0

INT

Intelligence

13

+1

WIS

Wisdom

12

+1

CHA

Charisma

14

+2

MELEE

Attack Bonus

+8

Base

Ability

Size

Adj.

PRIMARY

Atk

Dmg

Total Attack / Damage

Critical

Sting

+8

1d4

x2

ATTACK

Atk

Dmg

Total Attack / Damage

Critical

ATTACK

Atk

Dmg

Total Attack / Damage

Critical

ATTACK

Atk

Dmg

Total Attack / Damage

Critical

SPECIAL

Master Gains: +4 bonus on Initiative checks

Master Gains: Alertness feat when familiar is within arm's reach

NOTES

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). Detect good, detect magic, see in darkness; Perception +7. Fast Healing 2DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10. Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

Familiar of Morghulis

Chaunzaggoroth

Familiar Name

HP

Hit Points

36

+16

AC

Armor Class

19

TOUCH

Armor Class

15

Flat-Footed

Armor Class

16

CMB

Combat Maneuver

+4

CMD

Combat Man. Def.

14

SPD

Speed

40'

100'

Land

Fly

Burrow

Climb

Swim

Perfect

HD

Hit Dice

6d10

Initiative

Modifier

+3

Skills

Acrobatics-p

Appraise-p

Bluff-p

Climb-p

Diplomacy-p

Disable Device-p

Disguise-p

Escape Artist-p

Fly-p

Handle Animal-p

Heal-p

Intimidate-p

Linguistics-p

Perception-p

Ride-p

Sense Motive-p

Sleight of Hand-p

Spellcraft-p

Stealth-p

Survival-p

Swim-p

Use Magic Device-p

Knowledge: Arcana-p

Knowledge: Dungeon-p

Knowledge: Engineering-p

Knowledge: Geography-p

Knowledge: History-p

Knowledge: Local-p

Knowledge: Nature-p

Knowledge: Nobility-p

Knowledge: Planes-p

Knowledge: Psionics-p

Knowledge: Religion-p

Family Features

Empathic Link

Improved Evasion

Share Spells

Deliver Touch Spells

Speak with Master

Feats

Dodge

Weapon Finesse

Encumbrance Limits

16.7

33.3

50.0

100.0

250.0

Light

Medium

Heavy

Lift Off

Grnd

Push / Drag

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