

Morghulis
Character Name
Wizard (P)
School: Necromancy
Secondary
Third Class

LEVEL 7

Tiefling (P)
Total
d6 HD 0 -1 d8 XP 0 Male Red
Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
Medium 7 6' 0" 170 lb. Black
Size ECL Adj. Height Weight Hair
5 ft./5 ft. Lawful Evil White
Type Space / Reach Alignment Deity Skin
SPD 30' = 30' + 0' + 0' / 0' / 0' / 0' / 0' / 0'
Speeds Land Speed Base Gear Effects Burrow Climb Fly Swim



Wizard (P)

Favored Class

STR	14	+2
Strength		
DEX	18	+4
Dexterity		
CON	15	+2
Constitution		
INT	23	+6
Intelligence		
WIS	15	+2
Wisdom		
CHA	11	
Charisma		

Ability Modif

FORTITUDE	+7
(Constitution)	
REFLEX	+9
(Dexterity)	
WILL	+10
(Wisdom)	

BASE	+3
Attack	

Base

MELEE	+5
Attack Bonus	
RANGED	+7
Attack Bonus	

HP	47
Hit Points	

Adj.

AC	14
Armor Class	

Base

Touch	14
Armor Class	

Flat-Foot	10
Armor Class	

INIT	+10
Modifier	

Dex

CMB	+5
Bonus	

Base

STR	3
Size	
Effects	

Cond.

2nd	3
3rd	2
4th	
Adj.	

Base	3
Ability	2
Size	
Epic	
Adj.	

Leader	
Leadership	

Base

ENERGY	5	5	5
Resistances			

Acid Cold Elec. Fire Sonic

Neg. Pos.

Damage Reduction	2 / Silver
------------------	------------

Vision & Senses	Darkvision 60 ft.
-----------------	-------------------

FULL ATTACK	Quarterstaff	+5	20	-	Bludgeoning
One-Handed		1d6+2	x2		

Desc: Double Weapon: 50% STR dmg mod for 2nd attack, same penalties as two weapon fighting
Notes:

Ammo	
------	--

FULL ATTACK	Dagger	+5	19-20	10'	Piercing or Slashing
One-Handed		1d4+2	x2		

Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
Notes:

Ammo	
------	--

FULL ATTACK	Light Crossbow	+7	19-20	80'	Piercing
Ranged		1d8	x2		

Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
Notes:

Ammo	
------	--

FULL ATTACK	None				
One-Handed					

Notes:

Ammo	
------	--

FULL ATTACK	None				
One-Handed					

Notes:

Ammo	
------	--

FULL ATTACK	None				
One-Handed					

Notes:

Ammo	
------	--

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p		4	DEX	4				
Appraise-p		10	INT	6	4			
Bluff-p		4	CHA	0	2	2		
Climb-p		2	STR	2				
Diplomacy-p		0	CHA	0				
Disable Device-p		-	DEX	4		-2		
Disguise-p		0	CHA	0				
Escape Artist-p		4	DEX	4				
Fly-p		13	DEX	4	9			
Handle Animal-p		-	CHA	0				
Heal-p		2	WIS	2				
Intimidate-p		0	CHA	0				
Linguistics-p		11	INT	6	5			
Perception-p		7	WIS	2	3	2		
Ride-p		4	DEX	4				
Sense Motive-p		10	WIS	2	6	2		
Sleight of Hand-p		-	DEX	4		2		
Spellcraft-p		16	INT	6	10			
Stealth-p		6	DEX	4		2		
Survival-p		2	WIS	2				
Swim-p		2	STR	2				
Use Magic Device-p		-	CHA	0				
Knowledge: Arcana-p		16	INT	6	10			
Knowledge: Dungeon-p		12	INT	6	6			
Knowledge: Engineering-p		10	INT	6	4			
Knowledge: Geography-p		11	INT	6	5			
Knowledge: History-p		12	INT	6	6			
Knowledge: Local-p		10	INT	6	4			
Knowledge: Nature-p		11	INT	6	5			
Knowledge: Nobility-p		11	INT	6	5			
Knowledge: Planes-p		15	INT	6	9			
Knowledge: Psionics-p		12	INT	6	6			
Knowledge: Religion-p		13	INT	6	7			

[illegible]

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

[illegible]

LOCATIONS	
PB	0.4 lb
HH	100.8 lb

Tag Weight

INFO

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

Racial Traits: Tiedling (P)

Darkness (Sp): 1/day, as the spell, CL7 <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) 7th

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+13

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 7 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

Cloak of Resistance +3:

+3 resistance bonus on all saves

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

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) 7th

Medium Outsider (Native)

Alignment: Lawful Evil

Hit Dice: 0d8, 7d6+14 (47 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 +7, Ref +9, Will +10

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, Empower Spell.

SKILLS

Acrobatics +4, Appraise +10, Bluff +4, Climb +2, Diplomacy +0, Disguise +0, Escape Art +4, Fly +13, Heal +2, Intimidate +0, Linguistics +11, Perception +7, Ride +4, Sense Motive +10, Spellcraft +16, Stealth +6, Survival +2, Swim +2, Kn:Arcana +16, Kn:Dungeon +12, Kn:Eng +10, Kn:Geo +11, Kn:History +12, Kn:Local +10, Kn:Nature +11, Kn:Nobility +11, Kn:Planes +15, Kn:Psionics +12, Kn:Religion +13.

WIZARD (P) SPELLS

Spells per Day: (4+1/7+1/5+1/3+1/2+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, Shield. Invisibility, Frigid Touch, Ghoul Touch,
Spectral Hand, False Life, Flaming Sphere. Lightning Bolt, Fly, Vampiric Touch,
Haste. Dimension Door, Animate Dead, Enervation.

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
Cloak of Resistance +3
Pearl of Power (1st, Wizard)
Rod of Metamagic: Lesser Extend
Rod of Metamagic: Lesser Reach
.

TOTAL CHARACTER VALUE

23,974 gp.

Racial Traits: Tiefling (P)

Darkness (Sp): 1/day, as the spell, CL7 <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) 7th

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+13

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 7 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

Cloak of Resistance +3: +3 resistance bonus on all saves

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

CHARACTER STATUS

No errors detected

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

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

=

3

+

3

+

2

+

Base

Ability

Size

Adj.

Familiar Name

Chaunzaggoroth

HP

Hit Points

39

+16

AC

Armor Class

20

=

10

+

+1

+

4

+

3

+

2

+

Base

Natural

Bonus

Dex

Size

Adj.

TOUCH

Armor Class

15

Flat-Footed

Armor Class

17

CMB

Combat Maneuver

+4

CMD

Combat Man. Def.

14

MASTER

Level

7

=

7

Level

Adj.

SPELL

Resist.

Adj.

FORTITUDE

(Constitution)

+2

=

2

+

+

+

Base

Ability

Feat

Adj.

REFLEX

(Dexterity)

+5

=

2

+

3

+

+

Base

Ability

Feat

Adj.

WILL

(Wisdom)

+6

=

5

+

1

+

+

Base

Ability

Feat

Adj.

ATK

(Special)

Poison

QUALITIES

(Special)

Darkvision 60'

SPD

Speed

40'

100'

Land

Fly

Burrow

Climb

Swim

HD

Hit Dice

7d10

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Sting			+8 1d4	20 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

Initiative

Modifier

+3

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Misc
Acrobatics-p	9+4	DEX	3				6
Appraise-p	2	INT	1	1			
Bluff-p	9	CHA	2	2			5
Climb-p	0	STR	0				
Diplomacy-p	2	CHA	2				
Disable Device-p	-	DEX	3				
Disguise-p	2	CHA	2				
Escape Artist-p	3	DEX	3				
Fly-p	27	DEX	3	6	12		6
Handle Animal-p	-	CHA	2				
Heal-p	1	WIS	1				
Intimidate-p	2	CHA	2				
Linguistics-p	3	INT	1	2			
Perception-p	4	WIS	1	3			
Ride-p	3	DEX	3				
Sense Motive-p	7	WIS	1	6			
Sleight of Hand-p	-	DEX	3				
Spellcraft-p	13	INT	1	7			5
Stealth-p	11	DEX	3		8		
Survival-p	1	WIS	1				
Swim-p	0	STR	0				
Use Magic Device-p	-	CHA	2				
Knowledge: Arcana-p	13	INT	1	7			5
Knowledge: Dungeon-p	4	INT	1	3			
Knowledge: Engineering-p	2	INT	1	1			
Knowledge: Geography-p	3	INT	1	2			
Knowledge: History-p	4	INT	1	3			
Knowledge: Local-p	2	INT	1	1			
Knowledge: Nature-p	3	INT	1	2			
Knowledge: Nobility-p	3	INT	1	2			
Knowledge: Planes-p	12	INT	1	6			5
Knowledge: Psionics-p	4	INT	1	3			
Knowledge: Religion-p	5	INT	1	4			

Encumbrance Limits				
16.7	33.3	50.0	100.0	250.0

Light Medium Heavy Lift Off Grnd Push / Drag

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

SPELL PLANNER #1 for
Wizard (P)

Necromancer

Effective	7	7	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	4+1	7+1	5+1	3+1	2+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	16	17	18	19	20					

Spell Used:	0	0	0	0	0	0	0	0	0	0
-------------	---	---	---	---	---	---	---	---	---	---

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

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

Show only level: 1

Checks	Lvl	Wizard (P) lvl 4 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
0	0	Touch of Fatigue	N	VSM	1 action	Touch	1 crt Touched	7 rnd	Fort neg [DC18]	Yes	Fatigues subject	CRB360
0	0	Acid Splash	C	VS	1 action	40 ft.	1 orb of Acid	Instant	None	No	Orb thrown as a ranged touch attack that deals 1d3 Acid dmg	CRB239
0	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	7 min (D)	None	No	Detects spells and magic items within 60'	CRB267
0	0	Message	T	VSF	1 action	170 ft.	7 crt	70 min	None	No	Whispered conversation at distance	CRB313
0	0	Mage Hand	T	VS	1 action	40 ft.	1 nonmagical obj, max 5 lbs	Conc.	None	No	5-pound telekinesis	CRB306
1	1	Ray of Sickenng	N	VSM	1 action	40 ft.	Ray	7 min	Fort part* [DC19]	Yes	Ray sickens target	UM234
1	1	Mage Armor	C	VSF	1 action	Touch	1 crt Touched	7 hr (D)	Will neg [DC17]	No	Gives subject +4 armor bonus	CRB306
1	1	Magic Missile	Ev	VS	1 action	170 ft.	Up to 4 crt, within 15 ft. apart	Instant	None	Yes	4x missiles of magical energy, each dealing 1d4+1 force damage	CRB309
1	1	Shocking Grasp	Ev	VS	1 action	Touch	1 crt or obj touched	Instant	None	Yes	Touch delivers 5d6 electricity damage. +3 attack vs metal	CRB343
1	1	Obscuring Mist	C	VS	1 action	ft.	Cloud spreads in 20 ft. rad, 20 ft. high	7 min	None	No	Fog cloud spreads in 20' radius from you, 20' high	CRB317
1	1	Ray of Enfeeblement	N	VS	1 action	40 ft.	Ray	7 min	Fort half [DC19]	Yes	Ray reduces Str by 1d6+3 points	CRB329
1	1	Grease	C	VSM	1 action	40 ft.	1 obj or up to 10 sq. ft.	7 min (D)	see text	No	Makes 10'. square or one object slippery	CRB291
1	1	Shield	A	VS	1 action	Personal	You	7 min (D)			Invisible shield of force that negates magic missiles, +4 shield bonus to AC	CRB342
2	2	Invisibility	I	VSM	1 action	Touch	You or obj up to 700 lbs	7 min (D)	Will neg [DC18]	Yes	Subject is invisible until it attacks	CRB301
2	2	Frigid Touch	Ev	VS	1 action	Touch	1 crt Touched	Instant	None	Yes	Melee touch attack deals 4d6 Cold dmg + staggered for 1 round (1 min if crit)	UM221
2	2	Ghoul Touch	N	VSM	1 action	Touch	1 humanoid touched	1d6+2 rnd	Fort neg [DC20]	Yes	Paralyzes one target, who exudes stench (-2 penalty) within 10'	CRB289
2	2	Spectral Hand	N	VS	1 action	170 ft.	1 spectral hand	7 min (D)	None	No	Creates disembodied glowing hand to deliver touch attacks	CRB346
2	2	False Life	N	VSM	1 action	Personal	You	see text			Gain 1d10+7 Temp HP	CRB280
2	2	Flaming Sphere	Ev	VSM	1 action	170 ft.	5 ft. diam. sphere	7 rnd	Ref neg [DC18]	Yes	Rolling ball of fire, 3d6 Fire damage	CRB283
3	3	Lightning Bolt	Ev	VSM	1 action	ft.	120 ft. line	Instant	Ref half [DC19]	Yes	Bolt deals 7d6 electricity dmg	CRB304
3	3	Fly	T	VSF	1 action	Touch	1 crt Touched	7 min	Will neg [DC19]	Yes	Target flies at 60' good maneuverability	CRB284
3	3	Vampiric Touch	N	VS	1 action	Touch	1 living crt Touched	Instant or 1 hr	None	Yes	Touch deals 3d6 damage; caster gains damage as temp. HP	CRB364
3	3	Haste	T	VSM	1 action	40 ft.	7 crt, no two more than 30 ft apart	7 rnd	Fort neg [DC19]	Yes	Extra attack during full attack, +1 attack, +1 AC, +1 Reflex, +30' speed	CRB293
4	4	Dimension Door	C	V	1 action	680 ft.	You & 2 willing others	Instant	see text	*	Teleports you and objects and willing creatures	CRB269
4	4	Animate Dead	N	VSM	1 action	Touch	14 HD of corpses	Instant	None	No	Create 14HD of skeletons/zombies out of corpses (x2 in a desecrated area)	CRB241
4	4	Enervation	N	VS	1 action	40 ft.	Ray of negative energy	Instant	None	Yes	Target gains 1d4 negative levels, undead gain (1d4)x5 Temp HP	CRB277

[illegible]