

Mxyzptlk - Imp Companion of Saenvan

CHARACTER NAME

Imp Companion 7

CLASS

7 / 1/2

0 / 51000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	19		+4		
CON Constitution	10		+0		
INT Intelligence	14		+2		
WIS Wisdom	12		+1		
CHA Charisma	14		+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	= +2	+ +0	+ +0	+ +1	+ +0		
REFLEX (dexterity)	+9	= +5	+ +4	+ +0	+ +0	+ +0		
WILL (wisdom)	+6	= +5	+ +1	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	= +5	+ +1	+ +2	+ +0	+ +0	
RANGED attack bonus	+11	= +5	+ +4	+ +2	+ +0	+ +0	
CMB attack bonus	+7	= +5	+ +4	+ +0	+ -2		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVER	RUN
Offense	+7	+7	+7	+7	+7		
Defense	18	18	18	18	18	18	18

*Sting	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PPo	T	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+11	1d4+1				

*: 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
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Allard

PLAYER NAME

Imp

Tiny / 2 ft.

RACE

SIZE / FACE

0

Male

AGE

GENDER

HP	hit points	WOUNDS/CURRENT HP
56		
AC	armor class	TOTAL
21		17
		16
		= 10
		+ 0
		+ 0
		+ 4
		+ 2
		+ 5
		+ 0
		+ 0
		+ 0

INITIATIVE	modifier	TOTAL
+4		+4
		+0

BASE ATTACK	bonus	TOTAL
+5		

Asmodeus

DEITY

0' 0"

HEIGHT

EYES

HAIR

None

REGION

0 lbs.

WEIGHT

Lawful Evil

ALIGNMENT

Darkvision (60 ft.)

VISION

POINTS

SPEED	Walk 20 ft., Fly 50 ft.(Perfect)
MISS CHANCE	
ARCANE SPELL FAILURE	0
ARMOR CHECK PENALTY	+0
SPELL RESIST	0

TOTAL SKILLPOINTS: 28		SKILLS		MAX RANKS: 7/7	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	8	= 4 + 1 + 3		
✓ Acrobatics (Jump)	DEX	4	= 4 + [1] + -1		
✓ Appraise	INT	2	= 2		
✓ Bluff	CHA	10	= 2 + 5 + 3		
✓ Climb	STR	1	= 1		
✓ Craft (Untrained)	INT	2	= 2		
✓ Diplomacy	CHA	2	= 2		
✓ Disguise	CHA	2	= 2		
✓ Escape Artist	DEX	4	= 4		
✓ Fly	DEX	20	= 4 + 1 + 15		
✓ Heal	WIS	1	= 1		
✓ Intimidate	CHA	2	= 2		
Knowledge (Arcana)	INT	6	= 2 + 1 + 3		
Knowledge (Planes)	INT	10	= 2 + 5 + 3		
✓ Perception	WIS	5	= 1 + 1 + 3		
✓ Perform (Untrained)	CHA	2	= 2		
✓ Ride	DEX	4	= 4		
✓ Sense Motive	WIS	5	= 1 + 1 + 3		
Spellcraft	INT	10	= 2 + 5 + 3		
✓ Stealth	DEX	16	= 4 + 1 + 11		
✓ Survival	WIS	1	= 1		
✓ Swim	STR	1	= 1		
Use Magic Device	CHA	16	= 2 + 7 + 7		
			= + +		
			= + +		
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT					
ITEM	LOCATION		QTY	WT	COST
Sting	Equipped		1	0	0
TOTAL WEIGHT CARRIED/VALUE				0 lbs. / 0 gp	
WEIGHT ALLOWANCE					
Light	21	Medium	43	Heavy	65
Lift over head	65	Lift off ground	130	Push / Drag	325
LANGUAGES					
Celestial, Common, Draconic, Infernal					
Traits					
Dangerously Curious			[Paizo Publishing, LLC - Advanced Player's Guide, p.329]		
You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.					
Resilient			[Paizo Publishing, LLC - Advanced Player's Guide, p.328]		
Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You gain a +1 trait bonus on Fortitude saves.					
Special Attacks					
Poison (Ex)			[Paizo Publishing, LLC - Princes of Darkness, p.78]		
Sting - injury; save Fort DC 15; frequency 1/round for 5 minutes; effect 1d2 Dex; cure 1 save.					

Special Qualities	
Aligned (Evil, Lawful)	[Paizo Publishing, LLC - Bestiary, p.312]
Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving damage reduction.	
Alternate Form (Young Giant Spider)	[Paizo Publishing, LLC - Princes of Darkness]
The Imp can assume the form of young giant spider as if using beast shape III.	
Bonus Tricks	[Paizo Publishing, LLC - Princes of Darkness]
The Imp Companion has 3 other choices of bonus tricks. It can choose one alternate form, spell-like ability or telepathy per trick.	
Darkvision (Ex)	[Paizo Publishing, LLC - Core Rulebook]
Range 60; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Detect Good (Sp)	[Paizo Publishing, LLC - Bestiary, p.266]
You can Detect Good, as per the spell, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated a as a swift action.	
Detect Magic (Sp)	[Paizo Publishing, LLC - Bestiary, p.266]
You detect magical auras, as per the spell Detect Magic, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated a as a swift action.	
Devotion (Ex)	[Paizo Publishing, LLC - Core Rulebook, p.53]
An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.	
Evasion (Ex)	[Paizo Publishing, LLC - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
Immunity to Fire (Ex)	[Paizo Publishing, LLC - Bestiary, p.301]
You never take fire damage.	
Immunity to Poison (Ex)	[Paizo Publishing, LLC - Bestiary, p.301]
You never take poison damage.	
Link (Su)	[Paizo Publishing, LLC - Princes of Darkness]
The diabolist has an empathic link with her imp to a 1 mile distance. The diabolist can communicate emphatically with the imp, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The diabolist has the same connection to an item or place that her imp does.	
Resistance to Acid (Ex)	[Paizo Publishing, LLC - Bestiary, p.303]
You may ignore 10 points of Acid damage each time you take acid damage.	
Resistance to Cold (Ex)	[Paizo Publishing, LLC - Bestiary, p.303]
You may ignore 10 points of Cold damage each time you take cold damage.	
See in Darkness (Su)	[Paizo Publishing, LLC - Core Rulebook, p.311]
Devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.	
Share Spells	[Paizo Publishing, LLC - Princes of Darkness]
The diabolist may cast a spell with a target of "You" on her imp (as a touch spell) instead of on herself. A diabolist may cast spells on her imp even if the spells do not normally affect creatures of the imp's type (outsider).	
Telepathy (Su)	[Paizo Publishing, LLC - Bestiary, p.305]
You can mentally communicate with any other creature within 50 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.	

Feats	
Ability Focus (Poison ~ Imp Companion)	[Paizo Publishing, LLC - Bestiary, p.314]
+2 to the DC for all saving throws against one special attack on which the creature focuses.	
Additional Traits	[Paizo Publishing, LLC - Advanced Player's Guide, p.150]
You have more traits than normal	
Skill Focus (Use Magic Device)	[Paizo Publishing, LLC - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Weapon Finesse	[Paizo Publishing, LLC - Core Rulebook, p.136]
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
Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Double Chicken Saber, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Iron Brush, Javelin, Jutte, Katana, Kerambit, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sting, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Waraxe (Dwarven), Warhammer, Wushu Dart

TEMPLATES

Innate Racial Spells

Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/> Augury		1 minute	Instantaneous	Personal	V, S, M, F	CRB: p.245
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 6	<i>Concentration:</i> +6
<i>Effect:</i> An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.						
<input type="checkbox"/> Commune (six questions)		10 minutes	12 rounds	Personal	V, S, M, DF	B1: p.257
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 12	<i>Concentration:</i> +12
<i>Effect:</i> You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no.						
At Will Detect Good		1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S, DF	CRB: p.267
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +6
<i>Effect:</i> You can sense the presence of good.						
At Will Detect Magic		1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	CRB: p.267
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +6
<i>Effect:</i> You detect magical auras.						
<input type="checkbox"/> Floating Disk		1 standard action	6 hours	Close (40 ft.)	V, S, M	CRB: p.284
<i>School:</i> Evocation [Force]	<i>SR:</i> No	<i>Target:</i> 3-ft.-diameter disk of force			<i>Caster Level:</i> 6	<i>Concentration:</i> +6
<i>Effect:</i> You create a slightly concave, circular plane of force that follows you about and carries loads for you.						
<input type="checkbox"/> Identify		1 standard action	18 rounds [D]	60 ft.	V, S, M	CRB: p.299
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +6
<i>Effect:</i> This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession.						
At Will Invisibility (self only)	DC: 10, Will negates (harmless) or Will negates (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M/DF	B1: p.139
<i>School:</i> Illusion (Glamer)	<i>SR:</i> Yes (harmless) or yes (harmless, object)	<i>Target:</i> You or a creature or object weighing no more than 600 lbs.			<i>Caster Level:</i> 6	<i>Concentration:</i> +6
<i>Effect:</i> The creature or object touched becomes invisible.						
<input type="checkbox"/> Suggestion	DC: 15, Will negates	1 standard action	6 hours or until completed	Close (40 ft.)	V, M	CRB: p.350
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 6	<i>Concentration:</i> +6
<i>Effect:</i> You influence the actions of the target creature by suggesting a course of activity.						
* =Domain/Specialty Spell						

Innate

- ☐ Augury (DC:)
- ☐ Commune (six questions)
(DC:)
- At Will Detect Good (DC:)
- At Will Detect Magic (DC:)
- ☐ Floating Disk (DC:)
- ☐ Identify (DC:)
- At Will Invisibility (self only)
(DC:10)
- ☐ Suggestion (DC:15)

Mxyzptlk- Imp Companion of Saenvan

Imp

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Lawful Evil

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Description:
Biography: