

Character Name

Imp Companion 9

CLASS

9 / 1/2

Character Level / CR

0 / 105000

EXP / NEXT LEVEL

ABILITY NAME

STR

Strength

14

+2

DEX

Dexterity

20

+5

CON

Constitution

10

+0

INT

Intelligence

14

+2

WIS

Wisdom

12

+1

CHA

Charisma

14

+2

SAVING THROWS

FORTITUDE

(constitution)

+4

=

+3

+

+0

+

+0

+

+1

+

+0

+

REFLEX

(dexterity)

+11

=

+6

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+9

=

+6

+

+1

+

+0

+

+2

+

+0

+

TOTAL

+10/+5

=

+6/+1

+

+2

+

+2

+

+0

+

+0

+

RANGED

attack bonus

+13/+8

=

+6/+1

+

+5

+

+2

+

+0

+

+0

+

CMB

attack bonus

+9/+4

=

+6/+1

+

+5

+

+0

+

-2

+

+

GRAPPLE

+9/+4

TRIP

+9/+4

DISARM

+9/+4

SUNDER

+9/+4

BULL RUSH

+9

OVERRUN

+9

Offense

21

21

21

21

21

21

21

Defense

21

21

21

21

21

21

21

*Sting

HAND

Primary

TYPE

PPo

SIZE

T

CRITICAL

20/x2

REACH

0 ft.

TOTAL ATTACK BONUS

+13

DAMAGE

1d4+2

Special Properties

plus poison

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

WOUNDS/CURRENT HP

HP

hit points

64

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft., Fly 50 ft.(Perfect)

AC

armor class

24

TOTAL

19

FLAT

17

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

0

STAT

5

SIZE

2

NATURAL ARMOR

7

DEFLEC-TION

0

DODGE

0

MISC

0

INITIATIVE

modifier

+5

=

+5

+

+0

+

BASE ATTACK

bonus

+6/+1

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

Asmodeus

DEITY

0' 0"

HEIGHT

EYES

HAIR

POINTS

None

REGION

0 lbs.

WEIGHT

Lawful Evil

ALIGNMENT

Darkvision (60 ft.)

VISION

ABILITY NAME

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓

Acrobatics

DEX

9

=

5

+

1

+

3

✓

Acrobatics (Jump)

DEX

5

=

5

+

[1]

+

-1

✓

Appraise

INT

2

=

2

✓

Bluff

CHA

10

=

2

+

5

+

3

✓

Climb

STR

2

=

2

✓

Craft (Untrained)

INT

2

=

2

✓

Diplomacy

CHA

2

=

2

✓

Disguise

CHA

2

=

2

✓

Escape Artist

DEX

5

=

5

✓

Fly

DEX

21

=

5

+

1

+

15

✓

Heal

WIS

1

=

1

✓

Intimidate

CHA

2

=

2

Knowledge (Arcana)

INT

8

=

2

+

3

+

3

Knowledge (Planes)

INT

12

=

2

+

7

+

3

✓

Perception

WIS

5

=

1

+

1

+

3

✓

Perform (Untrained)

CHA

2

=

2

✓

Ride

DEX

5

=

5

✓

Sense Motive

WIS

5

=

1

+

1

+

3

✓

Spellcraft

INT

12

=

2

+

7

+

3

✓

Stealth

DEX

17

=

5

+

1

+

11

✓

Survival

WIS

1

=

1

✓

Swim

STR

2

=

2

Use Magic Device

CHA

23

=

2

+

9

+

12

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Character: Mxyzptlk

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).

Level:9 (CR:1/2)

Player: Allard

Created using PCGen6.02.1 on Apr 13, 2014 at 9:21:30 PM

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Sting <small>plus poison</small>	Equipped	1	0	0	
Gloves (Skill Bonus (Competence) (Use Magic Device +5)) <small>(Gloves). Competence bonus to selected skill of Use Magic Device)+5</small>	Equipped	1	0	2,500	
Wand of Mage Armor □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Wand of Obscuring Mist □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Wand of True Strike □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Scroll (Dispel Magic) □	Equipped	1	0	375	
Wand (Infernal Healing/Cleric/1st) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0	750	
Wand of Enlarge Person □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Wand of Ray of Enfeeblement □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Potion of Cure Light Wounds <small>Cures 1d8+1 points of damage</small> □□	Carried	2	0 (0)	50 (100)	
TOTAL WEIGHT CARRIED/VALUE			0.32 lbs.	/ 7,475 gp	

WEIGHT ALLOWANCE					
Light	29	Medium	58	Heavy	87
Lift over head	87	Lift off ground	175	Push / Drag	437

LANGUAGES	
Celestial, Common, Draconic, Infernal	

Traits	
Dangerously Curious 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.	[Paizo Inc. - Advanced Player's Guide, p.329]
Resilient 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.	[Paizo Inc. - Advanced Player's Guide, p.328]

Special Attacks	
Poison (Ex) Sting - injury; save Fort DC 16; frequency 1/round for 5 minutes; effect 1d2 Dex; cure 1 save.	[Paizo Inc. - Princes of Darkness, Book of the Damned, Volume 1, p.78]

Special Qualities	
Aligned (Evil, Lawful) Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving damage reduction.	[Bestiary, p.312]
Alternate Form (Young Giant Spider) The Imp can assume the form of young giant spider as if using beast shape III.	[Paizo Inc. - Princes of Darkness, Book of the Damned, Volume 1]
Bonus Tricks The Imp Companion has 4 other choices of bonus tricks. It can choose one alternate form, spell-like ability or telepathy per trick.	[Paizo Inc. - Princes of Darkness, Book of the Damned, Volume 1]
Darkvision (Ex) Range 60 ft.; 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.	[Bestiary]
Detect Good (Sp) 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 as a swift action.	[Bestiary 2, p.266]
Detect Magic (Sp) 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 as a swift action.	[Bestiary 2, p.266]
Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.	[Paizo Inc. - Core Rulebook, p.53]
Evasion (Ex) 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.	[Paizo Inc. - Core Rulebook]
Immunity to Fire (Ex) You never take fire damage.	[Bestiary, p.301]
Immunity to Poison (Ex) You never take poison damage.	[Bestiary, p.301]
Link (Su) 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.	[Paizo Inc. - Princes of Darkness, Book of the Damned, Volume 1]
Resistance to Acid (Ex) You may ignore 10 points of Acid damage each time you take acid damage.	[Bestiary, p.303]
Resistance to Cold (Ex) You may ignore 10 points of Cold damage each time you take cold damage.	[Bestiary, p.303]
See in Darkness (Su) Devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.	[Paizo Inc. - Core Rulebook, p.311]
Share Spells 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).	[Paizo Inc. - Princes of Darkness, Book of the Damned, Volume 1]
Telepathy (Su) 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.	[Bestiary, p.305]

Feats	
Ability Focus (Poison ~ Imp Companion)	[Bestiary, p.314]
+2 to the DC for all saving throws against one special attack on which the creature focuses.	
Additional Traits	[Paizo Inc. - Advanced Player's Guide, p.150]
You have more traits than normal	
Iron Will	[Paizo Inc. - Core Rulebook, p.129]
You get a +2 bonus on all Will saving throws.	
Skill Focus (Use Magic Device)	[Paizo Inc. - 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 Inc. - 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.	
Multiattack	[Bestiary, p.315]
This creature is particularly skilled at making attacks with its natural weapons.	

PROFICIENCIES

TEMPLATES

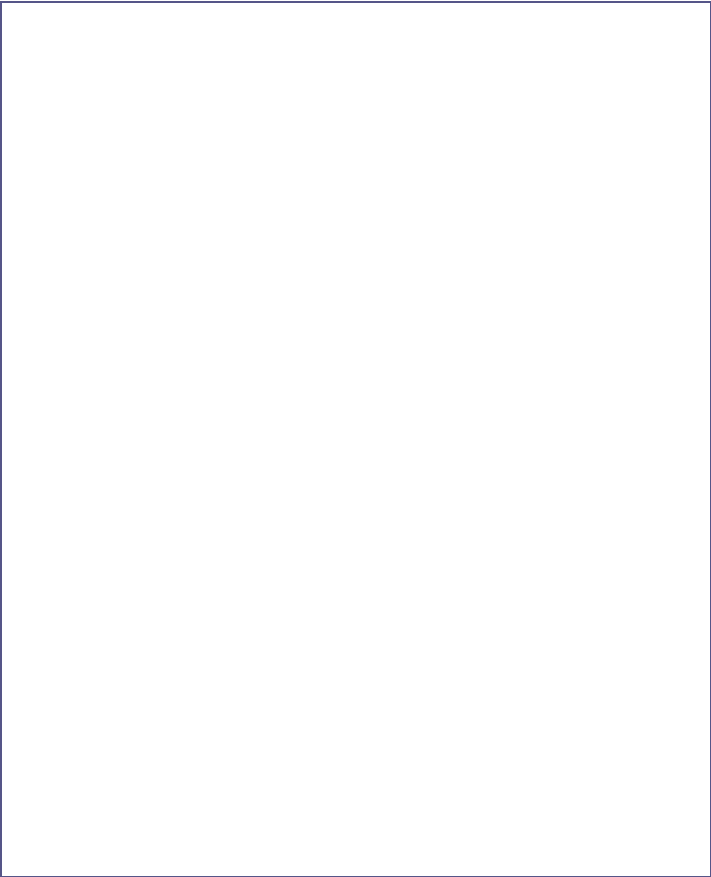
Innate Racial Spells

Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/> Augury		1 minute	Instantaneous	Personal	V, S, M, F	CR: p.245
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<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> +0
<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	CR: p.267
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<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	CR: p.267
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> You detect magical auras.						
At Will Doom	DC: 10, Will negates	1 standard action	6 minutes	Medium (160 ft.)	V, S, DF	CR: p.274
<i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.						
<input type="checkbox"/> Floating Disk		1 standard action	6 hours	Close (40 ft.)	V, S, M	CR: 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> +0
<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	CR: p.299
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<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 (Glamour)	<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> +0
<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	CR: 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> +0
<i>Effect:</i> You influence the actions of the target creature by suggesting a course of activity.						
* =Domain/Speciality Spell						

Innate

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

Mxyzptlk



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: