

Deceased

Elf Diviner (Foresight) 5 / Diabolist 9

XP : 33

LN Medium Humanoid (Elf), Age 156

Height: 6'4", Weight: 120 lb

Hair: White, Eyes: Cyan

HP TOTAL 119 CURRENT 119

STR 10 (+0)

DEX 14 (+2)

CON 16 (+3)

INT 29 (+9)

WIS 8 (+-1)

CHA 8 (+-1)

INITIATIVE 5 = $\underbrace{2}_{\text{Dex}} + \underbrace{3}_{\text{Misc}}$

AC 12 =

$10 + \underbrace{0}_{\text{Armour}} + \underbrace{0}_{\text{Shield}} + \underbrace{2}_{\text{Dex}} + \underbrace{0}_{\text{Size}} + \underbrace{0}_{\text{Natural}} + \underbrace{0}_{\text{Deflect}} + \underbrace{0}_{\text{Misc}}$

Touch 12, Flat-Footed 10

Saving Throws TOTAL Base Ability Magic Misc Temp

Fortitude 12 = 4 + 3 + 5 + 0 + 0

Reflex 11 = 4 + 2 + 5 + 0 + 0

Will 13 = 9 + -1 + 5 + 0 + 0

CONDITIONAL MODIFIERS

+2 Vs Enchantment

+1 vs poison

BASE ATTACK BONUS +6

SPELL RESISTANCE 0

CMB 6 = $\underbrace{6}_{\text{BAB}} + \underbrace{0}_{\text{STR}} + \underbrace{0}_{\text{SIZE}} + \underbrace{0}_{\text{MISC}}$

CMD 18 = $\underbrace{6}_{\text{BAB}} + \underbrace{0}_{\text{STR}} + \underbrace{2}_{\text{DEX}} + \underbrace{0}_{\text{SIZE}} + \underbrace{0}_{\text{MISC}} + 10$

Attacks

Acid Splash Attack Bonus Critical Damage
acid +8 20/x2 d3

Masterwork Longbow Attack Bonus Critical Damage
piercing +9 20/x3 d8

FEATS

Spell Focus (Illusion)^b, Greater Spell Focus (Illusion)

Spell Focus (Conjuration), Greater Spell Focus

(Conjuration)^b

Spell Penetration, Toughness, Augment Summoning^b

Greater Spell Penetration, Quicken Spell, Persistent spell

TRAITS

Two-World Magic (Guidance)

Infernal Influence

Carrying Capacity

Light Load Medium Load Heavy Load

<33 <66 <100

SPEED 30', 6sq

SKILLS

SKILL NAMES	BONUS	ABILITY	RANKS	MISC	CLASS
Acrobatics	3	=Dex	2	+ 1	+ 0 +0
Appraise	13	= Int	9	+ 1	+ 0 +3
Bluff	9	=Cha	-1	+ 7	+ 0 +3
Climb	0	= Str	0	+ 0	+ 0 +0
Craft (Contract)	19	= Int	9	+ 7	+ 0 +3
Diplomacy	19	=Cha	-1	+ 17	+ 0 +3
Disable Device*	-	=Dex	2	+ 0	+ 0 +0
Disguise	-1	=Cha	-1	+ 0	+ 0 +0
Escape Artist	2	=Dex	2	+ 0	+ 0 +0
Fly	8	=Dex	2	+ 3	+ 0 +3
Handle Animal*	-	=Cha	-1	+ 0	+ 0 +0
Heal	-1	=Wis	-1	+ 0	+ 0 +0
Intimidate	3	=Cha	-1	+ 1	+ 0 +3
Know(Arcana)	26	= Int	9	+ 14	+ 0 +3
Know(Dungeoneering)	13	= Int	9	+ 1	+ 0 +3
Know(Engineering)	13	= Int	9	+ 1	+ 0 +3
Know(Geography)	13	= Int	9	+ 1	+ 0 +3
Know(History)	13	= Int	9	+ 1	+ 0 +3
Know(Local)	16	= Int	9	+ 4	+ 0 +3
Know(Nature)	13	= Int	9	+ 1	+ 0 +3
Know(Nobility)	13	= Int	9	+ 1	+ 0 +3
Know(Planes)	26	= Int	9	+ 14	+ 0 +3
Know(Religion)	26	= Int	9	+ 14	+ 0 +3
Linguistics*	26	= Int	9	+ 14	+ 0 +3
Perception	18	=Wis	-1	+ 14	+ 2 +3
Perform	-	=Cha	-1	+ 0	+ 0 +0
Profession (Gardener)	-	=Wis	-1	+ 0	+ 0 +1
Ride	16	=Dex	2	+ 14	+ 0 +0
Sense Motive	16	=Wis	-1	+ 14	+ 0 +3
Sleight of Hand	2	=Dex	2	+ 0	+ 0 +0
Spellcraft	26	= Int	9	+ 14	+ 0 +3
Stealth	2	=Dex	2	+ 0	+ 0 +0
Survival	-1	=Wis	-1	+ 0	+ 0 +0
Swim	0	= Str	0	+ 0	+ 0 +0
Use Magic Device*	-1	=Cha	-1	+ 0	+ 0 + 0

LANGUAGES

Elvish, Draconic, Infernal, Celestial, Ancient Osirioni, Common, Vuldrani, Kelish, Polyglot, Azlanti, Varision, Thassalonian, Terran, Ignan, Auran, Aquan, Abyssal, Shoanti, Giant, Undercommon, Aklo, Shadowtongue, Jistka, Strix+ 2

SPECIAL ABILITIES

Low-light vision, Fire resistance 1

+6 to caster level checks vs SR, +2 vs enchantment

11/day Prescience (preroll 1d20)

+6 to charisma checks vs devils

Damned, Companion. 1/day Hellfire

Infernal Bargain, Heresy +2, Hellish Soul

Hellish Transport 2/day, Hellfire Ray 2/day

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
-	19	0	4	∞
-	20	1	4	3
-	21	2	4	2
-	22	3	4	2
-	23	4	4	2
-	24	5	3	2
-	25	6	3	1
-	26	7	2	1

Conditional Modifiers

+2 to save DC for illusion

+2 to save DC for conjuration

Domains / Specialty School

Divination (Enchantment, Abjuration)

Spells Known/Slots (CL 14):

- 7th Greater Arcane Sight, Limited Wish, Summon Monster VII, Perneneant Hallucination, Plane Shift
- 6th Named Bullet, Greater, Cold ice strike, True Seeing, Beast Shape IV, Repulsion, Fluid Form
- 5th Feeblemind, Teleport, Summon Monster V, Truespeak, Wall of force, Beast Shape III, Echolocation, Shadow Evocation, Overland Flight, Life Bubble

- 4th Acid Pit, Lesser Simulacrum, Phantasmal Killer, Scrying, Stone Skin, Symbol of Revelation, Arcane Eye, Named Bullet, Emergency Force Sphere, Infernal Healing, Greater, Dimension Door
- 3rd Blink, Battering Blast, Displacement, Draconic Reservoir, Fireball, Fly, Haste, Lightning Bolt, Protection From Energy, Tongues, Greater Magic Weapon, Auditory Hallucination
- 2nd Alter Self, Bear's Endurance, Blindness/Deafness, Bull's strength, Create Pit, Dust of Twilight, False Life, Flaming Sphere, Glitterdust, Invisibility, Levitatie, Locate Object, Mirror Image, Misdirection See Invisible, Spider Climb, Stone Call, Unnatural Lust
- 1st Alarm, Burning Hands, Charm Person, Comprehend Languages, Colour Spray, Detect charm, Disguise Self, Enlarge Person, Expeditious Retreat, Feather Fall, Flare Burst, Gravity Bow, Grease, Identify, Infernal Healing, Mage armor, Magic Missile, Obscuring Mist, Ray of Enfeeblement, Shield, Sleep, Spider Climb, True Strike, Blood Money, Liberating Command
- 0 All
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GEAR

Name	Location	Value	Weight
Acid x2	belt		2
5'x5' Canvas	Pack		2
Chalk x10	Pack		0
Bag of flour	Pack		1
Cold Weather outfit	Pack		8
Spellbook	Pack		1
Wand of Infernal Healing (27 charges)	Belt		
Headband of Planar, Riding and Motive Sensing Intellect +6	Head		
Potion of Lesser Restoration	Pack	300	
Potion of Cure Moderate Wounds	Pack	300	
Scroll of fireball	Scroll Belt	375	
Scroll of fly	Scroll Belt	375	
Scroll of See invisible	Scroll Belt	150	
Scroll of Alter Self	Scroll Belt	150	
Scroll of Disguise Self	Scroll Belt	50	
Scroll of Summon Swarm	Scroll Belt	150	
Scroll of Gaseous Form	Scroll Belt	375	
Scroll of Teleport	Scroll Belt	1125	
Scroll of Antimagic Field x2	Scroll Belt	3300	
Ring of Transposition	Defunct	8000	
Ring of Counterspells	Left hand	4000	
Cloak of Resistance +1	Shoulders	1000	
Staff of Toxins	Left Hand	12600	
Bonded Staff of Abjuration		41000	
Merciful Metamagic rod, lesser		free	
Horribly expensive scrying mirror	Component pouch	1000	
Miniature Shovel	Component pouch	10	
Diamond Dust	Component pouch	250	
Signature of Sheila Heidmarch			
Signature of Remiis			
Signed Cheque for 5000gp to be drawn from the Pathfinder Society			
Hair of Saban (a jester who was fraudulent)			
Hair of Dzhitt (a orange-haired gnome in a bad situation)			
Hair of Halla Beusophis			
Signatures of three high-ranking hellknights			
Signature of Desanine			
Bloody cloak of Paracountess Zarta Dralneen			
Hair of Paracountess Zarta Dralneen			
- Additions Not in ITS Upgrade headband to +6		20000	
Upgrade belt to +4		12000	
Belt of Con +4		16000	
Lesser Rod of Quicken		36000	
Total			5

Prestige Points:

Banned schools: Enchantment, Necromancy