

Seth Corleone

Half-orc, Cleric 4th / Demonologist 4th (Chaotic Evil)
Str 14, Dex 10, Con 12, Int 12, Wis 14, Cha 16

Hit Points (hp) **39** Initiative **+4** Grapple **+7** Damage Reduction
Speed (Foot) **30 ft.** Spell Fail **0%** Spell Resistance **0**

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Handed	Orc Double Axe+2	+9	1d8+5	20 (x3)	Desc: Double Weapon: 50% STR dmg mod for 2nd attack, same penalties as two weapon fighting
Two-Weapons (off-hand)	Orc Double Axe+2	-1	1d8+3	20 (x3)	Desc: Double Weapon: 50% STR dmg mod for 2nd attack, same penalties as two weapon fighting

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	20	12 / 20	Chain Shirt+2 / None		+8	+6	+12

Skills	Value
Appraise	1
Balance	-2
Bluff	11
Climb	0
Concentration	1
Decipher Script	-
Diplomacy	9
Disable Device	-
Disguise	3+2
Escape Artist	-2
Forgery	1
Gather Information	3
Handle Animal	-
Heal	2
Hide	-2
Intimidate	9
Jump	0
Listen	2
Move Silently	-2
Open Lock	-
Ride	0
Search	1
Sense Motive	9
Sleight of Hand	-
Speak Language	3
Spellcraft	9
Spot	2
Survival	2
Swim	-2
Tumble	-
Use Magic Device	-
Use Rope	0
Craft - Alchemy	5
Knowledge - Arcana	5
Knowledge - Planes	5

Abilities

== Racial Traits: Half-orc ==
Darkvision (Ex): 60 ft.
Orc Blood

== Class Features: Cleric 4th ==
Cannot cast spells of opposed alignment
Spontaneous Casting
Turn/Rebuke Undead (Su)(PHB p159):
• 6x per day < OOOOO >
• Turning Check: 1d20+3
• Total HD Turned per Attempt: 2d6+8
• Destroy Undead up to: 2 HD

== Class Features: Demonologist 4th ==
Charm Demon
- Charm evil outsider, no spell resistance, DC 14
Quasit Familiar
Summon Mastery +2
Resistances
- acid 10, cold 10, fire 10, electricity 20

== Evil Domain ==
You cast evil spells at +1 caster level.

== Conditional Skill Bonuses ==
+2 on Disguise to act in character [Bluff]

== CHARACTER STATUS ==
No errors detected



Languages
Common, Orc, Abyssal

Money
gp sp

Feats
Improved Turning +1 level for turning checks
Lightning Reflexes +2 bonus on Reflex saves
Improved Initiative +4 bonus on Initiative checks

Equipment
Orc Double Axe, , , , ,
, , , , ,

Magic Items
Ring of Protection +2, Amulet of Natural Armor +2
Cloak of Resistance +2

**SPELL PLANNER for
Cleric**

EFFECTIVE LEVEL **5** = **4** **1**
Total Base Adj.

Spells per Day:	5	4+1	3+1							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	12	13	14							

LEGEND Seth Corleone
 *: 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

Range
 Close: 35'
 Medium: 150'
 Long: 600'

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

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
LEVEL 2:												
	4	Summon Monster IV	C	VSF/DF	1 round	Close		5 rd (D)	None	No	Calls outsider to fight for you	p.286
□□□□	2	Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+5 damage	p.216
□□□□	2	Inflict Moderate Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC14]	Yes	Touch attack, 2d8+5 damage	p.244
□□□□	2	Undetectable Alignment	A	VS	1 action	Close	One creature or object	24 hr	Will neg [DC14]	Yes	Conceals alignment	p.297
LEVEL 1:												
	3	Summon Monster III	C	VSF/DF	1 round	Close		5 rd (D)	None	No	Calls outsider to fight for you	p.286
□□□□□	1	Cause Fear	N	VS	1 action	Close	1 living crt. of max. 5HD	1 or 1d4 rd	Will part [DC13]	Yes	One creature flees for 1d4 rounds	p.208
□□□□□	1	Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
□□□□□	1	Inflict Light Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC13]	Yes	Touch, 1d8+5 damage	p.244
□□□□□	1	Doom	N	VSDf	1 action	Medium	One living creature	5 min	Will neg [DC13]	Yes	Target becomes shaken: -2 on attacks, dmg, saves & checks	p.225
CLERIC - ORISONS:												
□□□□□	0	Cure Minor Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
□□□□□	0	Inflict Minor Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will neg [DC12]	Yes	Touch attack, 1 point of damage	p.244
□□□□□	0	Resistance	A	VSM/DF	1 action	Touch	Creature touched	1 min	Will neg [DC12]	Yes	Subject gains +1 resistance on saving throws	p.272
□□□□□	0	Guidance	D	VS	1 action	Touch	Creature touched	see text	Will neg [DC12]	Yes	+1 bonus on one attack roll, saving throw, or skill check	p.238
□□□□□	0	Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	5 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219

**SPELL PLANNER for
Demonologist**

EFFECTIVE LEVEL 5 =

4	1
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Total Base Adj.

Spells per Day:	3	2	1	1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	11	12	13	14	15					

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	Long: 600'

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 4:										
		Summon Monster VI	C	VSF/DF	1 round	Close		5 rd (D)	None	No	Calls outsider to fight for you	p.287
		LEVEL 3:										
		Summon Monster V	C	VSF/DF	1 round	Close		5 rd (D)	None	No	Calls outsider to fight for you	p.286
		LEVEL 2:										
		Bestow Curse	N	VS	1 action	Touch	Creature touched	Perm.	Will neg [DC11]	Yes	-6 to ability or -4 on attcks, saves, chks or 50% chance to lose action	p.203
		Summon Monster IV	C	VSF/DF	1 round	Close		5 rd (D)	None	No	Calls outsider to fight for you	p.286
		Magic Circle against Evil	A	VSM/DF	1 action	Touch	10' rad. from touched crt.	50 min	Will neg [DC11]	*	As protection spells, but 10-ft. radius	p.249
		LEVEL 1:										
		Summon Monster III	C	VSF/DF	1 round	Close		5 rd (D)	None	No	Calls outsider to fight for you	p.286
		Doom	N	VSDF	1 action	Medium	One living creature	5 min	Will neg [DC11]	Yes	Target becomes shaken: -2 on attacks, dmg, saves & checks	p.225
		Protection from Good	A	VSM/DF	1 action	Touch	Creature touched	5 min (D)	Will neg [DC11]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266