



Karzoug the Claimer

CE

CHARACTER NAME

ALIGNMENT

PLAYER

Wizard 20

CHARACTER LEVEL

DEITY

HOMELAND

Human (Azlanti,  
Pureblooded)

Medium Male

455

6' 3"

170 lbs.

Black

Ice-  
Blue

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	TOTAL	345	DR	SPEED LAND	30	FT.	6	SQ.	30	FT.	6	SQ.	TEMP MODIFIERS
STR STRENGTH	14/20	+2/+5																
DEX DEXTERITY	23/29	+6/+9																
CON CONSTITUTION	23/29	+6/+9																
INT INTELLIGENCE	28/34	+9/+12																
WIS WISDOM	14/12	+2/+1																
CHA CHARISMA	18	+4																
AC ARMOR CLASS	35	= 10 +	+6		+9		+5	+5										
TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER																		

TOUCH ARMOR CLASS	24	FLAT-FOOTED ARMOR CLASS	26	MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	+20	= +6	+9	+5			
REFLEX (DEXTERITY)	+20	= +6	+9	+5			
WILL (WISDOM)	+18	= +12	+1	+5			

BASE ATTACK BONUS	+10	SPELL RESISTANCE	24

CMB	+15	= +10	+5	MODIFIERS

CMD	39	= +10	+5	+9	+5	+10

WEAPON			ATTACK BONUS	CRITICAL
Karzoug's Burning Glaive (2-hand)			+17/+12	20/x3
TYPE	RANGE	AMMUNITION	DAMAGE	
S	10' reach		1d10+9	

WEAPON			ATTACK BONUS	CRITICAL
Talons of Leng (Claws x2) (1-hand)			+18/+13	20/x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S			1d4+8	

WEAPON			ATTACK BONUS	CRITICAL
Unarmed Strike (light)			+15/+10	20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d3+5 nonlethal	

## SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	9	=DEX	9	+ 0 + 0
<input checked="" type="checkbox"/> APPRAISE	35	=INT	12	+ 20 + 3
<input type="checkbox"/> BLUFF	24	=CHA	4	+ 20 + 0
<input type="checkbox"/> CLIMB	5	=STR	5	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (ALCHEMY)	35	=INT	12	+ 20 + 3
<input type="checkbox"/> DIPLOMACY	24	=CHA	4	+ 20 + 0
<input type="checkbox"/> DISGUISE	4	=CHA	4	+ 0 + 0
<input type="checkbox"/> ESCAPE ARTIST	9	=DEX	9	+ 0 + 0
<input checked="" type="checkbox"/> FLY	17	=DEX	9	+ 0 + 8
<input type="checkbox"/> HEAL	1	=WIS	1	+ 0 + 0
<input type="checkbox"/> INTIMIDATE	4	=CHA	4	+ 0 + 0
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	35	=INT	12	+ 20 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	35	=INT	12	+ 20 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*	35	=INT	12	+ 20 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	35	=INT	12	+ 20 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	35	=INT	12	+ 20 + 3
<input type="checkbox"/> PERCEPTION	21	=WIS	1	+ 20 + 0
<input type="checkbox"/> RIDE	9	=DEX	9	+ 0 + 0
<input type="checkbox"/> SENSE MOTIVE	21	=WIS	1	+ 20 + 0
<input checked="" type="checkbox"/> SPELLCRAFT*	35	=INT	12	+ 20 + 3
<input type="checkbox"/> STEALTH	9	=DEX	9	+ 0 + 0
<input type="checkbox"/> SURVIVAL	1	=WIS	1	+ 0 + 0
<input type="checkbox"/> SWIM	5	=STR	5	+ 0 + 0

☒ CLASS SKILL \* TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

Aboleth, Abyssal, Azlanti, Celestial, Common,

Daemonic, Draconic, Elven, Giant, Infernal,

Thassilonian

GEAR	
ITEM	WT.
Belt of Physical Perfection, +6	1
Fortification, Heavy Bracers of Armor +1	1
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ioun Stone, Amber Spindle (x5)	
<div> <div></div> <div></div> <div></div> </div> Ioun Stone, Crimson Sphere (x3)	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ioun Stone, Emerald Ellipsoid (x12)	
<div> <div></div> <div></div> <div></div> </div> Ioun Stone, Onxy Rhomboid (x3)	
Karzoug's Burning Glaive	10
<div> <div></div> <div></div> <div></div> </div> Metamagic Rod, Quicken, Greater (x5) (3 charges)	
Ring of Acid Resistance, Greater	
Ring of Counterspells	
Ring of Protection, +5	
<div> <div></div> <div></div> <div></div> </div> Ring of Spell Turning (3 charges)	
<div> <div></div> <div></div> <div></div> </div> Ring of Three Wishes (3 charges)	
Robes of Xin-Shalast	1
Rune of Contingency	
Runewell Amulet	
Sihedron Tome	1
Talons of Leng (Claws x2)	1
<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Wand of Dispel Magic (CL 10) (40 charges)	
<b>TOTAL WEIGHT</b>	<b>15</b>

MONEY	
CP	0
SP	0
GP	0
PP	0

SPECIAL ABILITIES												
Fast Healing 10 (Ex)												
Spell Resistance (24)												
Flight (60 feet, Perfect)												
<input type="checkbox"/>	Bonded Object: Karzoug's Burning Glaive (1/day) (Sp) (Wizard Ability)											
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Change Shape II (20 rounds/day) (Sp) (Wizard Ability)
Illusion (Wizard Opposition School)												
Physical Enhancement +5: Constitution, Dexterity (Su) (Wizard Ability)												
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Telekinetic Fist (15/day) (Sp) (Wizard Ability)
Transmutation (Wizard Ability)												
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Action Points

EXPERIENCE POINTS	NEXT LEVEL
0	

DOMAINS/SPECIALTY SCHOOL	
Transmutation (Opp: Illusion)	
1ST	
<input type="checkbox"/>	Stone Fist (S)
<input type="checkbox"/>	Protection from Good
<input type="checkbox"/>	Ray of Enfeeblement
2ND	
<input type="checkbox"/>	Earthbind (S)
<input type="checkbox"/>	Death Armor
3RD	
<input type="checkbox"/>	Devolution (S)
<input type="checkbox"/>	Acid Breath
<input type="checkbox"/>	Devolution (x3)
<input type="checkbox"/>	False Gravity
<input type="checkbox"/>	Fireball
<input type="checkbox"/>	Haste
4TH	
<input type="checkbox"/>	Backlash (S)
<input type="checkbox"/>	Enervation
<input type="checkbox"/>	Fire Shield
<input type="checkbox"/>	Force Missiles (x5)
5TH	
<input type="checkbox"/>	Blink, Greater (S)
<input type="checkbox"/>	Blink, Greater
<input type="checkbox"/>	Duelward
<input type="checkbox"/>	Fireburst, Greater
<input type="checkbox"/>	Hungry Pit
<input type="checkbox"/>	Summoner Conduit
<input type="checkbox"/>	Wall of Force
6TH	
<input type="checkbox"/>	Brilliant Blade (S)
<input type="checkbox"/>	Brilliant Blade
<input type="checkbox"/>	Chain Lightning
<input type="checkbox"/>	Circle of Death
<input type="checkbox"/>	Cloak of Dreams
<input type="checkbox"/>	Contagious Flame
<input type="checkbox"/>	Globe of Invulnerability
7TH	
<input type="checkbox"/>	Bite of the Werebear (S)
<input type="checkbox"/>	Avasculate
<input type="checkbox"/>	Banishment
<input type="checkbox"/>	Energy Immunity
<input type="checkbox"/>	Forcecage
<input type="checkbox"/>	Ironguard
<input type="checkbox"/>	Sword of Darkness
8TH	
<input type="checkbox"/>	Flensing (S)
<input type="checkbox"/>	Avascular Mass
<input type="checkbox"/>	Euphoric Tranquility
<input type="checkbox"/>	Lightning Ring
<input type="checkbox"/>	Power Word Stun
<input type="checkbox"/>	Prediction of Failure
<input type="checkbox"/>	Stormbolts
9TH	

- ☐ Time Stop (S)
- ☐ Mage's Disjunction
- ☐ Meteor Swarm
- ☐ Power Word Kill
- ☐ Wail of the Banshee
- ☐ Winds of Vengeance

**Arcane Blast (Su)**

You can convert any spell into an attack.

Prerequisites: Arcane spellcaster, caster level 10th.

Benefit: As a standard action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and transform it into a ray, targeting any foe within 30 feet as a ranged touch attack. This attack deals 2d6 points of damage plus an additional 1d6 points of damage for every level of the spell or spell slot you sacrificed. 0-level spells may not be sacrificed in this manner. This is a supernatural ability.

**Bouncing Spell**

You can direct a failed spell against a different target.

Benefit: Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A bouncing spell uses up a spell slot one level higher than the spell's actual level.

**Craft Magic Arms & Armor**

You can create magic armor, shields, and weapons.

Prerequisite: Caster level 5th.

Benefit: You can create magic weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. See the magic item creation rules in Magic Items for more information.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

**Craft Wand**

You can create magic wands.

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. To craft a wand, you must use up raw materials costing half of this base price. A newly created wand has 50 charges. See the magic item creation rules in Magic Items for more information.

**Craft Wondrous Item**

You can create wondrous items, a type of magic item.

Prerequisite: Caster level 3rd.

Benefit: You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Magic Items for more information.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

**Empower Spell**

You can increase the power of your spells, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered spell are increased by half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

### **Greater Spell Penetration**

Your spells break through spell resistance much more easily than most.

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

### **Greater Spell Specialization**

You can sacrifice a prepared spell in order to spontaneously cast your specialized spell.

Prerequisites: Int 13, Spell Focus, Spell Specialization, able to prepare 5th-level spells.

Benefit: By sacrificing a prepared spell of the same or higher level than your specialized spell, you may spontaneously cast your specialized spell. The specialized spell is treated as its normal level, regardless of the spell slot used to cast it. You may add a metamagic feat to the spell by increasing the spell slot and casting time, just like a cleric spontaneously casting a cure or inflict spell with a metamagic feat.

### **Martial Weapon Proficiency: Glaive**

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

### **Opposition Research**

By completing strenuous studies, you have broken through the mental barriers that made it hard for you to prepare spells from one of your opposition schools. Select one wizard opposition school; preparing spells of this school now only requires one spell slot of the appropriate level instead of two, and you no longer have the –4 Spellcraft penalty for crafting items from that school. You must be at least a 9th-level wizard to select this discovery.

Note: This functions by removing one of the required slots from the Opposition Schools table. Once you choose this Arcane Discovery, you can delete one of your opposition schools.

### **Persistent Spell**

You can modify a spell to become more tenacious when its targets resist its effect.

Benefit: Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. A persistent spell uses up a spell slot two levels higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

### **Scribe Scroll**

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

### **Spell Focus: Transmutation**

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### **Spell Penetration**

Your spells break through spell resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

### **Spell Perfection: Chain Lightning**

You are unequaled at the casting of one particular spell.

Prerequisites: Spellcraft 15 ranks, at least three metamagic feats.

Benefit: Pick one spell which you have the ability to cast. Whenever you cast that spell you may apply any one metamagic feat you have to that spell without affecting its level or casting time, as long as the total modified level of the spell does not use a spell slot above 9th level. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this spell (such as Spell Focus, Spell Penetration, Weapon Focus [ray], and so on), double the bonus granted by that feat when applied to this spell.

Note: The effects of this feat have not been implemented yet.

### **Spell Specialization**

Select one spell. You cast that spell with greater than normal power.

Prerequisites: Int 13, Spell Focus.

Benefit: Select one spell of a school for which you have taken the Spell Focus feat. Treat your caster level as being two higher for all level-variable effects of the spell.

Every time you gain an even level in the spellcasting class you chose your spell from, you can choose a new spell to replace the spell selected with this feat, and that spell becomes your specialized spell.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell.

### **Wizard Weapon Proficiencies**

Benefit: You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

## **Special Abilities**

### **Fast Healing 10 (Ex)**

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

### **Spell Resistance (24)**

You have Spell Resistance.

### **Flight (60 feet, Perfect)**

A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an antimagic field; the creature loses its ability to fly for as long as the antimagic effect persists.

**Bonded Object: Karzoug's Burning Glaive (1/day) (Sp) (Wizard Ability)**

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be wielded. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Note: If your bonded object does not have any other powers or properties yet, there are power-less versions of the wand, staff, ring, and amulet available on the magic tab.

**Change Shape II (20 rounds/day) (Sp) (Wizard Ability)**

At 8th level, you can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like beast shape II or elemental body I. At 12th level, this ability functions like beast shape III or elemental body II.

**Illusion (Wizard Opposition School)**

You must spend 2 slots to cast spells from the Illusion school.

**Metamagic Rod, Quicken, Greater**

The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong (no school); CL 17th; Craft Rod, Quicken Spell; Price 170,000 gp.

**Physical Enhancement +5: Constitution, Dexterity (Su) (Wizard Ability)**

You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

**Ring of Counterspells**

This ring might seem to be a ring of spell storing upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Moderate evocation; CL 11th; Forge Ring, imbue with spell ability; Price 4,000 gp.

**Ring of Spell Turning**

Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if spell turning had been cast upon the wearer.

Strong abjuration; CL 13th; Forge Ring, spell turning; Price 98,280 gp.

### **Ring of Three Wishes**

This ring is set with three rubies. Each ruby stores a wish spell, activated by the ring. When a wish is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes a nonmagical item.

Strong evocation (if miracle is used); CL 20th; Forge Ring, wish or miracle; Price 97,950 gp; Cost 11,475 gp + 15,918 XP.

### **Sihedron Tome**

A useful lesser artifact said to have been crafted by a dragon in the service of Emperor Xin, the Sihedron tome holds infinite pages for wizards to inscribe spells upon. In addition to potentially holding libraries worth of arcane knowledge, any wizard who prepares spells from the Sihedron Tome may prepare bonus spells as if his Intelligence were 6 points higher. This is not an actual bonus to Intelligence and grants the user no additional benefit. Currently, the book is filled with arcane formulas for every spell Karzoug has memorized, plus 2d12 others (mostly from the school of transmutation and none from the schools of enchantment or illusion).

### **Telekinetic Fist (15/day) (Sp) (Wizard Ability)**

As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

### **Transmutation (Wizard Ability)**

Transmuters use magic to change the world around them.