

XP 1,600

Male imp sorcerer 5

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +12**DEFENSE****AC** 21, touch 18, flat-footed 15 (+2 armor, +5 Dex, +1 dodge, +1 natural, +2 size)**hp** 42 (8 HD; 5d6+3d10+8); fast healing 2**Fort** +3, **Ref** +9, **Will** +8**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10**OFFENSE****Speed** 20 ft., fly 50 ft. (perfect)**Melee** sting +11 (1d4-1 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.**Spell-Like Abilities** (CL 6th)Constant—*detect good*, *detect magic*At will—*invisibility* (self only)1/day—*augury*, *suggestion* (DC 18)1/week—*commune* (6 questions, CL 12th)**Bloodline Spell-like Abilities** (CL 5th)8/day—*corrupting touch***Sorcerer Spells Known** (CL 5th)2nd (5/day)—*alter self*, *darkness*, *ghoul touch*, *scorching ray*1st (8/day)—*burning hands* (DC 16), *charm person* (DC 18), *magic missile*, *protection from good*, *ventriloquism* (DC 16)0—*acid splash*, *bleed* (DC 15), *mage hand*, *message*, *prestidigitation*, *read magic***Bloodline** infernal**STATISTICS****Str** 8, **Dex** 21, **Con** 12, **Int** 15, **Wis** 12, **Cha** 20**Base Atk** +5; **CMB** +2; **CMD** 18**Feats** Combat Casting, Dodge, Eschew Materials, Expanded Arcana^{APG} (*ghoul touch*), Weapon Finesse**Skills** Acrobatics +11, Bluff +16, Fly +23, Knowledge (arcana) +13, Knowledge (planes) +8, Perception +12, Sense Motive +7, Spellcraft +8**Languages** Common, Infernal**SQ** bloodline arcana, change shape (boar, giant spider, rat, or raven, *beast shape I*)**Gear** cloud armor