

NAME

Out20

CLASS

20

Character Level

0

EXPERIENCE

210000

NEXT LEVEL

PLAYERNAME

Balor

RACE

Large

AGE

0

GENDER

Maschio

DEITY

0' 0"

HEIGHT

0 lbs.

EYES

HAIR

ALIGNMENT

Chaotic Evil

Darkvision (60')

63

VISION

POINTS

| | | | | | | |
|---------------------|------------|----------|---------------|-------------|------------|----------|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
| STR Strength | 35 | +12 | 35 | +12 | 35 | +12 |
| DEX Dexterity | 25 | +7 | 25 | +7 | 25 | +7 |
| CON Constitution | 31 | +10 | 31 | +10 | 31 | +10 |
| INT Intelligence | 24 | +7 | 24 | +7 | 24 | +7 |
| WIS Wisdom | 24 | +7 | 24 | +7 | 24 | +7 |
| CHA Charisma | 26 | +8 | 26 | +8 | 26 | +8 |

HP
hit points

294

AC
armor class

35

TOTAL

FLAT

28

TOUCH

16

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

7

SIZE

-1

NATURAL

19

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

28

INITIATIVE
modifier

+11

TOTAL

DEX MODIFIER

+7

MISC MODIFIER

+4

BASE ATTACK
bonus

+20/+15/+10/+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+22

=

+12

+

+10

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+19

=

+12

+

+7

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+19

=

+12

+

+7

+

+0

+

+0

+

+0

+

MELEE
attack bonus

+31/+26/+21/+16

=

+20/+15/+10/+5

+

+12

+

-1

+

+0

+

+0

+

RANGED
attack bonus

+26/+21/+16/+11

=

+20/+15/+10/+5

+

+7

+

-1

+

+0

+

+0

+

GRAPPLE
attack bonus

+36/+31/+26/+21

=

+20/+15/+10/+5

+

+12

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+31/+26/+21/+16

DAMAGE

1d4+12

CRITICAL

20/x2

REACH

10 ft.

*Longsword +1 (Large/Vorpal)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

L

19-20/x2

10 ft.

To Hit

Dam

2W-P-(OH)

2W-P-(OL)

2W-OH

2H

+33/+28/+23/+18

2d6+13

+29/+24/+19/+14

+31/+26/+21/+16

+29/+24

+33/+28/+23/+18

2d6+7

2d6+13

2d6+19

2d6+7

Special Properties

severs opponents head on natural 20 critical hit

*Slam

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

L

20/x2

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+31/+31

1d10+12

Special Properties

*Whip +1 (Large/Flaming)

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

S

L

20/x2

20 ft.

To Hit

Dam

2W-P-(OH)

2W-P-(OL)

2W-OH

2H

+32/+27

1d4+13

+28/+23

+30/+25

+28/+23

+32/+27

1d4+7

1d4+13

1d4+13

1d4+19

Special Properties

+1d6 fire damage

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

23/11.5

MISC MODIFIER

SKILL NAME

INT

7

=

7

+

+

Appraise

DEX

7

=

7

+

+

Balance

CHA

31

=

8

+

+23.0

+

Bluff

STR

12

=

12

+

+

Climb

CON

33

=

10

+

+23.0

+

Concentration

INT

7

=

7

+

+

Craft (Untrained)

CHA

35

=

8

+

+23.0

+

4

Diplomacy

CHA

8

=

8

+

+

Disguise

DEX

7

=

7

+

+

Escape Artist

INT

7

=

7

+

+

Forgery

CHA

8

=

8

+

+

Gather Information

WIS

7

=

7

+

+

Heal

DEX

26

=

7

+

+23.0

+

-4

Hide

CHA

33

=

8

+

+23.0

+

2

Intimidate

STR

16

=

12

+

+

4

Jump

INT

30

=

7

+

+23.0

+

Knowledge (Arcana)

INT

30

=

7

+

+23.0

+

Knowledge (The Planes)

WIS

38

=

7

+

+23.0

+

8

Listen

DEX

30

=

7

+

+23.0

+

Move Silently

DEX

7

=

7

+

+

Ride

INT

30

=

7

+

+23.0

+

Search

WIS

30

=

7

+

+23.0

+

Sense Motive

INT

30

=

7

+

+21.0

+

2

Spellcraft

INT

32

=

7

+

+21.0

+

4

Spellcraft (Decipher spell on scroll)

WIS

38

=

7

+

+23.0

+

8

Spot

WIS

7

=

7

+

+

Survival

STR

12

=

12

+

+

Swim

CHA

31

=

8

+

+23.0

+

Use Magic Device

CHA

33

=

8

+

+23.0

+

2

Use Magic Device (Scroll)

DEX

7

=

7

+

+

Use Rope

=

+

+

=

+

+

=

+

+

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

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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| EQUIPMENT | | | | |
|--|----------|-----|---------|------------|
| ITEM | LOCATION | QTY | WT | COST |
| Longsword +1 (Large/Vorpal) severs opponents head on natural 20 critical hit | Equipped | 1 | 8.0 | 72330.0 |
| Slam | Equipped | 1 | 0.0 | 0.0 |
| Whip +1 (Large/Flaming) +1d6 fire damage | Equipped | 1 | 4.0 | 8302.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 12 lbs. | 80632.0 gp |

| WEIGHT ALLOWANCE | | | | | |
|------------------|------|-----------------|-------|-------------|-------|
| Light | 2133 | Medium | 4266 | Heavy | 6400 |
| Lift over head | 6400 | Lift off ground | 12800 | Push / Drag | 32000 |

| SPECIAL ATTACKS |
|--------------------------|
| Death Throes (Ex) |
| Entangle (Ex) |
| Vorpal Sword (Su) |

| SPECIAL QUALITIES |
|---|
| Cold (Ex) |
| Flaming Body (Su) |
| Immunity To Electricity (Ex) You never take Electricity damage |
| Immunity To Fire (Ex) You never take Fire damage |
| Immunity To Poison (Ex) You never take poison damage |
| Outsider Traits Outsiders breathe but do not sleep/eat (though they can if they wish). Outsiders' souls and bodies are one unit so cannot be restored to life by spells that restore souls to a body (requires a different effect such as a Wish or True Resurrection). |
| Summon Demon (Su) |
| Telepathy (Su) |
| True Seeing (Su) |
| Resistance To Acid (Ex) You may ignore 10 points of Acid damage each time you take Acid damage |
| Resistance To Cold (Ex) You may ignore 10 points of Cold damage each time you take Cold damage |

| FEATS |
|---|
| Cleave If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round. |
| Improved Initiative You get a +4 bonus on initiative checks. |
| Improved Two-Weapon Fighting In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty. |
| Power Attack On your action, before making attack rolls for a round, you may choose to subtract up to 20 from all melee attack rolls and add the same number to all melee damage rolls. |
| Quicken Spell-Like Ability (Telekinesis) The creature can use the selected ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). |
| Two-Weapon Fighting You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. |
| Weapon Focus (Longsword) You gain a +1 bonus on all attack rolls you make using the selected weapon. |
| Simple Weapon Proficiency You make attack rolls with simple weapons normally. |

| PROFICIENCIES |
|--|
| Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Pincerstaff, Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Slam, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Cutlass), Sword (Katana), Sword (Saber), Sword (Short), Sword (Wakizashi), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer, Warmace, Whip |

| LANGUAGES |
|------------------------------|
| Abyssal, Celestial, Draconic |

Innate Racial Spells

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|---|-------------------|---|---|---------|-------------------------|---|---------------------|
| Blasphemy | 25 | None or Will negates; see text | 1 standard action | Instantaneous | 30 ft. | V | Yes | Evocation [Evil, Sonic] | RSRD: SpellsA-B.rtf |
| <i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects. | | | | | <i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you | | <i>Caster Level:</i> 20 | | |
| Dispel Magic, Greater | | None | 1 standard action | Instantaneous | Medium (300 ft.) | V, S | No | Abjuration | RSRD: SpellsD-E.rtf |
| <i>Effect:</i> As dispel magic, but +20 on check. | | | | | <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst | | <i>Caster Level:</i> 20 | | |
| Dominate Monster | 27 | Will negates | 1 round | 20 days | Close (75 ft.) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] | RSRD: SpellsD-E.rtf |
| <i>Effect:</i> As dominate person, but any creature. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 20 | | |
| Insanity | 25 | Will negates | 1 standard action | Instantaneous | Medium (300 ft.) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] | RSRD: SpellsH-L.rtf |
| <i>Effect:</i> Subject suffers continuous confusion. | | | | | <i>Target:</i> One living creature | | <i>Caster Level:</i> 20 | | |
| Power Word Stun | | None | 1 standard action | See text | Close (75 ft.) | V | Yes | Enchantment (Compulsion) [Mind-Affecting] | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Stuns creature with 150 hp or less. | | | | | <i>Target:</i> One creature with 150 hp or less | | <i>Caster Level:</i> 20 | | |
| Telekinesis | 23 | Will negates (object) or None; see text | 1 standard action | Concentration of up to 20 rounds or instantaneous; see text | Long (1200 ft.) | V, S | Yes (object); see text | Transmutation | RSRD: SpellsT-Z.rtf |
| <i>Effect:</i> Moves object, attacks creature, or hurls object or creature. | | | | | <i>Target:</i> See text | | <i>Caster Level:</i> 20 | | |
| Greater Teleport (self plus 50 pounds of objects only) | | | 1 standard action | Instantaneous | Personal | V | | Conjuration (Teleportation) | RSRD: SpellsT-Z.rtf |
| <i>Effect:</i> As teleport, but no range limit and no off-target arrival. | | | | | <i>Target:</i> You and up to 50 pounds of objects | | <i>Caster Level:</i> 20 | | |
| Unholy Aura | 26 | See text | 1 standard action | 20 rounds [D] | 20 ft. | V, S, F | Yes (harmless) | Abjuration [Evil] | RSRD: SpellsT-Z.rtf |
| <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells. | | | | | <i>Target:</i> 20 creatures in a 20-ft.-radius burst centered on you | | <i>Caster Level:</i> 20 | | |
| <input type="checkbox"/> Fire Storm | 26 | Reflex half | 1 round | Instantaneous | Medium (300 ft.) | V, S | Yes | Evocation [Fire] | RSRD: SpellsF-G.rtf |
| <i>Effect:</i> Deals 20d6 fire damage. | | | | | <i>Target:</i> 40 10-ft. cubes [S] | | <i>Caster Level:</i> 20 | | |
| <input type="checkbox"/> Implosion | 27 | Fortitude negates | 1 standard action | Concentration [up to 4 rounds] | Close (75 ft.) | V, S | Yes | Evocation | RSRD: SpellsH-L.rtf |
| <i>Effect:</i> Kills one creature/round. | | | | | <i>Target:</i> One corporeal creature/round | | <i>Caster Level:</i> 20 | | |

* =Domain/Speciality Spell

Innate

Blasphemy (DC:25)
Dispel Magic, Greater
(DC:)
Dominate Monster (DC:27)
Insanity (DC:25)
Power Word Stun (DC:)
Telekinesis (DC:23)
Greater Teleport (self plus
50 pounds of objects only)
(DC:)
Unholy Aura (DC:26)
☐ Fire Storm (DC:26)
☐ Implosion (DC:27)