

Avrock

NAME		PLAYERNAME		DEITY		LAWFUL EVIL	
Out54		Pit Fiend		0 cm		ALIGNMENT	
0		Huge		0 kg		Darkvision (60')	
CLASS		RACE		HEIGHT		VISION	
54		0				0	
1485000		Maschio					
Character Level		AGE		EYES		POINTS	
NEXT LEVEL		GENDER		HAIR			

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	45	+17	45	+17	53	+21	787			15/Silver and Good	Walk 12 m, Fly 18 m
DEX Dexterity	26	+8	26	+8	24	+7	AC				
CON Constitution	26	+8	26	+8	30	+10	41	34	15	10	
INT Intelligence	26	+8	26	+8	26	+8	TOTAL	FLAT	TOUCH	BASE	
WIS Wisdom	26	+8	26	+8	26	+8		ARMOR BONUS	SHIELD BONUS	STAT	
CHA Charisma	26	+8	26	+8	26	+8				SIZE	
										NATURAL	
										MISC	
										MISS CHANCE	
										ARCANE SPELL FAILURE	
										ARMOR CHECK PENALTY	
										SPELL RESIST	

INITIATIVE	modifier	+7	=	+7	+	+0	
TOTAL				DEX MODIFIER		MISC MODIFIER	
BASE ATTACK	bonus	+39	+	+34	+	+29	+
				+24			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+39	=	+29	+10	+0	+0		
REFLEX (dexterity)	+36	=	+29	+7	+0	+0		
WILL (wisdom)	+37	=	+29	+8	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+73/+68/+63/+58	=	+54/+49/+44/+39	+21	-2	+0	
RANGED attack bonus	+59/+54/+49/+44	=	+54/+49/+44/+39	+7	-2	+0	
GRAPPLE attack bonus	+83/+78/+73/+68	=	+54/+49/+44/+39	+21	+8	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+73/+68/+63/+58	1d8+21	20/x2	3 m

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	L	20/x2	10 ft.
TOTAL ATTACK BONUS					
+73/+73					
DAMAGE					
3d8+21					
Special Properties					

*Wing	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	B	L	20/x2	10 ft.
TOTAL ATTACK BONUS					
+68/+68					
DAMAGE					
3d6+10					
Special Properties					

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	PS	L	20/x2	10 ft.
TOTAL ATTACK BONUS					
+68					
DAMAGE					
4d8+10					
Special Properties					

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	MISC MODIFIER
SKILL NAME					57/28.5	
✓ Appraise	INT	8	=	8	+	+
✓ Balance	DEX	7	=	7	+	+
✓ Bluff	CHA	8	=	8	+	+
✓ Climb	STR	21	=	21	+	+
✓ Concentration	CON	10	=	10	+	+
✓ Craft (Untrained)	INT	8	=	8	+	+
✓ Diplomacy	CHA	8	=	8	+	+
✓ Disguise	CHA	8	=	8	+	+
✓ Escape Artist	DEX	7	=	7	+	+
✓ Forgery	INT	8	=	8	+	+
✓ Gather Information	CHA	8	=	8	+	+
✓ Heal	WIS	8	=	8	+	+
✓ Hide	DEX	-1	=	7	+	-8
✓ Intimidate	CHA	8	=	8	+	+
✓ Jump	STR	25	=	21	+	4
✓ Listen	WIS	8	=	8	+	+
✓ Move Silently	DEX	7	=	7	+	+
✓ Ride	DEX	7	=	7	+	+
✓ Search	INT	8	=	8	+	+
✓ Sense Motive	WIS	8	=	8	+	+
✓ Spot	WIS	8	=	8	+	+
✓ Survival	WIS	8	=	8	+	+
✓ Swim	STR	21	=	21	+	+
✓ Use Rope	DEX	7	=	7	+	+
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

*Tail Slap		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Off-hand	B	L	20/x2	10 ft.
+68		DAMAGE				
		3d8+10				
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
Wing	Equipped	1	0.0	0.0	
Bite	Equipped	1	0.0	0.0	
Tail Slap	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	25600	Medium	51200	Heavy	76800
Lift over head	76800	Lift off ground	153600	Push / Drag	384000

SPECIAL ABILITIES	
Acid Resistance 10 (Ex)	
Cold Resistance 10 (Ex)	
Constrict (Ex)	
Damage Reduction (Su)	
Darkness (Sp)	
Fear (Su)	
Immunity to Fire (Ex)	
Immunity to Poison (Ex)	
Improved Grab (Ex)	
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)	
Regeneration (Ex)	
Spell Resistance (Ex)	
Summon Devil (Sp)	
Telepathy (Su)	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Bite, Blowgun, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ransneur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Tail Slap, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer, Warmace, Wing	

LANGUAGES	
Celestial, Draconic, Infernal	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	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> 18				
At Will	Create Undead	24	None	1 hour	Instantaneous	Close (21 m)	V, S, M	No	Necromancy [Evil]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates ghouls, ghasts, mummies, or mohrgs.						<i>Target:</i> One corpse <i>Caster Level:</i> 18				
At Will	Dispel Magic, Greater	24	None	1 standard action	Instantaneous	Medium (84 m)	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> 18				
At Will	Fireball	21	Reflex half	1 standard action	Instantaneous	Long (336 m)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> 10d6 fire damage, 20-ft. radius.						<i>Target:</i> 20-ft.-radius spread <i>Caster Level:</i> 18				
At Will	Hold Monster, Mass	27	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (84 m)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> As hold monster, but all within 30 ft.						<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 18				
At Will	Invisibility	20	Will negates (harmless) or Will negates (harmless, object)	1 standard action	18 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject is invisible for 18 minutes or until it attacks.						<i>Target:</i> You or a creature or object weighing no more than 1800 lbs <i>Caster Level:</i> 18				
At Will	Magic Circle against Good	21	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 180 minutes.						<i>Target:</i> 10-ft.-radius emanation from touched creature <i>Caster Level:</i> 18				
At Will	Persistent Image	23	Will disbelief (if interacted with)	1 standard action	18 minutes [D]	Long (336 m)	V, S, F	No	Illusion (Figment)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As major image, but no concentration required.						<i>Target:</i> Visual figment that cannot extend beyond 22 10-ft. cubes [S] <i>Caster Level:</i> 18				
At Will	Power Word Stun	26	None	1 standard action	See text	Close (21 m)	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> 18				
At Will	Greater Teleport (self plus 50 pounds of objects only)	25		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> 18				
At Will	Unholy Aura	26	See text	1 standard action	18 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> 18 creatures in a 20-ft.-radius burst centered on you <i>Caster Level:</i> 18				
	Meteor Swarm	27	None or Reflex half; see text	1 standard action	Instantaneous	Long (336 m)	V, S	Yes	Evocation [Fire]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Four exploding spheres each deal 6d6 fire damage.						<i>Target:</i> Four 40-ft.-radius spreads; see text <i>Caster Level:</i> 18				

* =Domain/Speciality Spell

Innate

At Will Blasphemy (DC:25)
At Will Create Undead (DC:24)
At Will Dispel Magic, Greater
(DC:24)
At Will Fireball (DC:21)
At Will Hold Monster, Mass
(DC:27)
At Will Invisibility (DC:20)
At Will Magic Circle against Good
(DC:21)
At Will Persistent Image (DC:23)
At Will Power Word Stun (DC:26)
At Will Greater Teleport (self plus
50 pounds of objects only)
(DC:25)
At Will Unholy Aura (DC:26)
☐ Meteor Swarm (DC:27)

Notes:

Character Sheet Notes: