

CHARACTER INFORMATION									
<b>Arioch Hellcaller</b>		<b>R. Mickwee</b>		<b>Lawful Neutral</b>		<b>Cheliox</b>			
CHARACTER NAME		PLAYER NAME		ALIGNMENT		HOMELAND			
<b>Half-Orc</b>		<b>Summoner (Master Summoner Archetype)</b>				<b>2</b>		<b>Asmodeus</b>	
RACE		CLASS		LEVEL		FAITH			
<b>Male</b>		<b>Medium</b>		<b>6 FT. 2 IN.</b>		<b>180 LBS.</b>		<b>18</b>	
GENDER		SIZE		HEIGHT		WEIGHT		AGE	
<b>Bald, green eyes, slender for his race</b>									
PHYSICAL DESCRIPTION									

MOVEMENT SPEED			
<b>30</b>	FT.	<b>6</b>	SQ.
BASE SPEED			
<b>30</b>	FT.	<b>6</b>	SQ.
WITH ARMOR			
	FT.		
FLY MANEUVERABILITY			
BURROW			

ABILITY	SCORE	MOD	TEMP	MOD
<b>STR</b> STRENGTH	<b>8</b>	<b>-1</b>		
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>		
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>		
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>		
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>		
<b>CHA</b> CHARISMA	<b>16</b>	<b>+3</b>		

HIT POINTS	
<b>14</b>	
TOTAL HP	
NON-LETHAL	CURRENT HIT POINT/WOUNDS

PERCEPTION				
<b>+1</b>		<b>1</b>		
TOTAL	RANKS	WIS	CLASS	MISC

ARMOR CLASS									
<b>15</b>	=10+	<b>3</b>		<b>2</b>					
AC		ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	NATURAL ARMOR	DEFENS MOD	DODGE BONUS	MISC MOD
<b>12</b>									
TOUCH AC									
<b>13</b>									
FLAT-FOOTED AC									

INITIATIVE		
<b>+9</b>	<b>2</b>	<b>7</b>
TOTAL	DEX	MISC

RESISTANCES					
ACID	COLD	FIRE	ELECTRICITY	SONIC	
OTHER IMMUNITIES			SPELL RESISTANCE		

SAVING THROWS												
<b>FORTITUDE</b>	<b>+4</b>	=	<b>0</b>	+	<b>2</b>	+		+	<b>1</b>	+	<b>1</b>	+1 vs. compulsions
<b>REFLEX</b>	<b>+3</b>	=	<b>0</b>	+	<b>2</b>	+		+	<b>1</b>	+		
<b>WILL</b>	<b>+5</b>	=	<b>3</b>	+	<b>1</b>	+		+	<b>1</b>	+		

COMBAT									
<b>BAB</b> BASE ATTACK BONUS	<b>+1</b>					+1 to CMB and CMD from Ishiru			
<b>CMB</b> COMBAT MANEUVER BONUS	<b>+1</b>	=	<b>1</b>	+	<b>-1</b>	+		+	<b>1</b>
<b>CMD</b> COMBAT MANEUVER DEFENSE	<b>13</b>	=10+	<b>1</b>	+	<b>-1</b>	+	<b>2</b>	+	<b>1</b>
	TOTAL		BAB	STR	SIZE	MISC			

ATTACK				
MAIN WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	
<b>Dagger</b>	<b>+0 (+3)</b>	<b>1d4-1</b>	<b>19-20/x2</b>	
OFFHAND WEAPON	TYPE	RANGE	AMMUNITION	WEIGHT
<b>NA</b>	<b>P/S</b>	<b>10'</b>		<b>1 lbs.</b>

ATTACK				
MAIN WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	
OFFHAND WEAPON	TYPE	RANGE	AMMUNITION	WEIGHT

ATTACK				
MAIN WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	
OFFHAND WEAPON	TYPE	RANGE	AMMUNITION	WEIGHT



SKILLS	TOTAL	ABILITY	RANK	ACP	MISC	NOTES
<input type="checkbox"/> Acrobatics	<b>+2</b>	Dex	2	+		
<input type="checkbox"/> Appraise	<b>+2</b>	Int	2	+		
<input type="checkbox"/> Bluff	<b>+3</b>	Cha	3	+		
<input type="checkbox"/> Climb	<b>-1</b>	Str	-1	+		
<input checked="" type="checkbox"/> Craft ( )	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Craft ( )	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Craft ( )	<b>+2</b>	Int	2	+		
<input type="checkbox"/> Diplomacy	<b>+3</b>	Cha	3	+		
<input type="checkbox"/> Disable Device*	<b>+2</b>	Dex	2	+		
<input type="checkbox"/> Disguise	<b>+3</b>	Cha	3	+		
<input type="checkbox"/> Escape Artist	<b>+2</b>	Dex	2	+		
<input checked="" type="checkbox"/> Fly	<b>+2</b>	Dex	2	+		
<input checked="" type="checkbox"/> Handle Animal*	<b>+3</b>	Cha	3	+		
<input type="checkbox"/> Heal	<b>+1</b>	Wis	1	+		
<input type="checkbox"/> Intimidate	<b>+3</b>	Cha	3	+		
<input checked="" type="checkbox"/> Knowledge (arcana)*	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Knowledge (dungeoneering)*	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Knowledge (engineering)*	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Knowledge (geography)*	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Knowledge (history)*	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Knowledge (local)*	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Knowledge (nature)*	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Knowledge (nobility)*	<b>+2</b>	Int	2	+		
<input checked="" type="checkbox"/> Knowledge (planes)*	<b>+12</b>	Int	2	2		8
<input checked="" type="checkbox"/> Knowledge (religion)*	<b>+7</b>	Int	2	2		3
<input checked="" type="checkbox"/> Linguistics*	<b>+7</b>	Int	2	2		3
<input type="checkbox"/> Perform ( )	<b>+3</b>	Cha	3	+		
<input type="checkbox"/> Perform ( )	<b>+3</b>	Cha	3	+		
<input checked="" type="checkbox"/> Profession ( )*	<b>+1</b>	Wis	1	+		
<input checked="" type="checkbox"/> Profession ( )*	<b>+1</b>	Wis	1	+		
<input checked="" type="checkbox"/> Ride	<b>+2</b>	Dex	2	+		
<input type="checkbox"/> Sense Motive	<b>+1</b>	Wis	1	+		
<input type="checkbox"/> Sleight of Hand*	<b>+2</b>	Dex	2	+		
<input checked="" type="checkbox"/> Spellcraft*	<b>+7</b>	Int	2	2		3
<input type="checkbox"/> Stealth	<b>+2</b>	Dex	2	+		
<input type="checkbox"/> Survival	<b>+1</b>	Wis	1	+		
<input type="checkbox"/> Swim	<b>-1</b>	Str	-1	+		
<input checked="" type="checkbox"/> Use Magic Device	<b>+8</b>	Cha	3	2		3

Class Skills \* Trained Only



