

Cythraul Dig

Female Oni-Spawn Fighter 20

True Neutral Medium Native Outsider

Init +14; **Perception** +29, See in Darkness

Languages aklo, abyssal, common, draconic, elven, infernal

DEFENSE

AC 46 **Touch** 24 **Flat-Footed** 39 (+15 ac, +7 nat, +7 dex, +5 def, +1 insight, +1 luck)

HP 284

Fort +26 **Ref** +20 **Will** +22

Resistance cold 5, electricity 5, fire 5 ; DR 5/-

OFFENSE

Speed 30 +10 charging **Mounted** 50 **Fly** 40

Melee Nodachi +45/+40/+35/+30 (1d10+34/15-20/x3) - as

Nodachi +46/+41/+36/+31/+26 (1d10+52/15-20/x3) - as, pa,
haste

Ranged Composite Longbow +31/+26/+21/+16 (1d8+21/20/x3) - as

STATISTICS

Str 32(+11) **Dex** 24(+7) **Con** 24(+7) **Int** 18(+4) **Wis** 24(+7) **Cha** 6(-2)

Base Attk +20; **CMB** +35; **CMD** +55

ABILITIES

Traits adopted->warrior of old, defender of the society

Feats arcane strike, armor of the pit, combat reflexes, critical focus, create wondrous items, dazing assault, fiend sight(2), furious focus, greater weapon specialization, improved critical: nodachi, improved initiative, iron will, mounted combat, mounted skirmisher, step up, power attack, staggering critical, stunning critical, trick riding, weapon focus: nodachi, weapon specialization: nodachi

Skills acrobatics 10 (+19), climb 5(+21), knowledge: planes 20(+29), perception 20(+29), ride 20(+32), spellcraft 20(+29), stealth 20(+29), swim 5(+21)

SPECIAL QUALITIES

Fighter armor training IV, armor mastery, bravery (+5), weapon training I: heavy blades, weapon training II: bows, weapon training III: light blades, weapon training IV: close, weapon mastery: nodachi

Favored Class fighter (+20 hp)

Tiefling alter self (1/day), prehensile tail, fiendish resistance, fiendish sprinter



EQUIPMENT +5 unbound mithral full plate armor, Nightbringer (+ 5 phase lock spell stealing adamantite nodachi of continuous *Deeper Darkness* - heightened -> 5th lvl), Mindlock Bracers (continuous *Mind Blank*), +1 adaptive composite longbow, truesight goggles, gloves of dueling, +6 belt of physical perfection, +5 cloak of resistance, +6 headband of mental prowess (int, wis), boots of speed, +5 amulet of natural armor, +5 ring of protection, jingasa of the fortunate soldier, obsidian steed

Implanted Ioun Stones dusty rose prism, cracked dusty rose prism, iridescent spindle, pale green prism, flawed pale green prism, cracked vibrant purple prism (call the void)

Wayfinder Clear Spindle

Potions fly, haste, invisibility

Non-Combat Gear explorer's outfit, handy haversack, 40 arrows, wayfinder

Wealth 388 gp

DPR Calculations

Nodachi +45/+40/+35/+30 (1d10+31/15-20/x3) - as

$$.95(39.5) + .3(39.5)(2) = 61.225$$

$$.75(39.5) + .3(39.5)(2) = 53.325$$

$$.5(39.5) + .3(39.5)(2) = 43.45$$

$$.25(39.5) + .25(39.5)(2) = 29.625$$

$$\text{DPR} = 187.625$$

$$\text{Crit Chance} = .74375$$

Nodachi +46/+40/+35/+30/+25 (1d10+49/15-20/x3) - as, pa, hst

$$.95(54.5) + .3(54.5)(2) = 84.475$$

$$.75(54.5) + .3(54.5)(2) = 73.575$$

$$.50(54.5) + .3(54.5)(2) = 58.95$$

$$.25(54.5) + .25(54.5)(2) = 40.875$$

$$.05(54.5) + .05(54.5)(2) = 8.175$$

$$\text{DPR} = 266.05$$

$$\text{Crit Chance} = .7556125$$

Nodachi +47/+41/+36/+31/+26 (2d8+52/15-20/x3) - as, pa, hst, rm

$$.95(64) + .3(64)(2) = 99.2$$

$$.80(64) + .3(64)(2) = 89.6$$

$$.55(64) + .3(64)(2) = 73.6$$

$$.3(64) + .3(64)(2) = 57.6$$

$$.05(64) + .05(65)(2) = 9.6$$

$$\text{DPR} = 329.6$$

$$\text{Crit Chance} = .771905$$