

Kesyon Lannwit

CHARACTER
TroX
Large Male
Race & LA
11 Neutral Evil Uragthoa (ISG-156)

PLAYER
9'0" 1200 lbs None yellow ochre
HEIGHT WEIGHT HAIR EYES SKIN
Sahure Wastes, Osirion (ISWG-146)



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Trox, Osirion

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR, DEX, CON, INT, WIS, CHA.

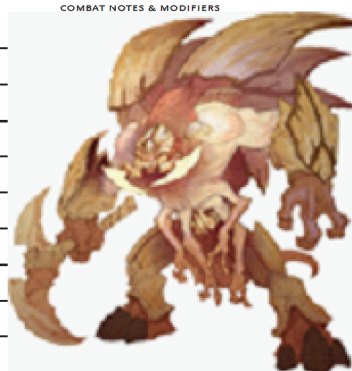
HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 13, HP GAINED 14, HD 1. CLASS RECORDER: CLASS NAME Inquisitor, BAB 1, SKILL 8, FC HPS 0, FORT 2, REF 2, WILL 2, LEVELS 1.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE. Armor Class: AC 18, TOUCH 10, FLAT-FOOT 18. Dodge, Natural, Deflect, Misc, Temp.

SKILLS. Table with columns: Skill Name, Ability, Total, Ranks, Ability, Trained, Misc. Skills include Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge (arcana, dungeoneering, nature, planes, religion), Linguistics, Perception, Perform, Prof, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.



SAVING THROWS. Table with columns: Skill Name, Total, Class Base, Ability, Enhance, Misc, Temp. Skills: FORT, REF, WILL.

ATTACKS. Table with columns: Attack Name, Total, Base Attack Bonus, Temp, Ability, Size, Misc. Attacks: MELEE, RANGED, CMB, CMD.

FEATS & FEATURES

Race: Trox (Monstrous Humanoid) (ARG-234) HD: d10 Power Attack -1 to hit +2 damage
BAB=HD, good Reflex & Will
Darkvision 60', Burrow 20'
Weapon Prof: All Simple + crossbow, bows & scythe
Armor Prof: Light & Medium Armor + Shields
Large: -4 Stealth, +1 CMB & CMD, -1 AC
Frenzy after injury, +2 Str & Con, -2 AC 1 min (1/day)
4 small arms = Improved Grapple & still attack
Class: Inquisitor (APG-38) Skills 6+Int
Domain: Death (CRB-42), Subdomain: Undeath (APG-97)
Death's Kiss (Su): target has undead traits w/ melee touch lv/2 mds (3+WisMod/day)
Judgment gain profane bonus for duration of combat (1/day) (APG-38)
Monster Lore (Ex) Add Wis Mod to Knowledge checks
Stern Gaze (Ex) +lv/2 Intimidate & Sense Motive

MARK A [] TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW [] MEDIUM [x] FAST [] 0 / 2,000

SPEED 30 INIT 0 HERO SR DR RESISTANCES POOL POINTS

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Items: Bone Breastplate (agile), Shield, heavy bone.

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Item: scythe.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	bone breastplate (agile) & heavy bone shield			
	scythe			

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
%	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
50.0	0.0	0.0		50.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
232	464	696	696	1392	3480	
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

SPELLS PER DAY

CLASS		Inquisitor			LEVEL	1
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
13	0	4	4			4
14	1st	3	2	1		2
	2nd			1		
	3rd			1		
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL 25 MEDIUM: 100FT + 10FT / LVL 110 LONG: 400FT + 40FT / LVL 440

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS 0				

BLOODLINES & PATRONS

BLOODLINE/PATRON
 BLOODLINE/PATRON

DOMAINS

DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
 FOCUSED
 PROHIBITED
 PROHIBITED

SPELLS PER DAY

CLASS					LEVEL	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL 25 MEDIUM: 100FT + 10FT / LVL 100 LONG: 400FT + 40FT / LVL 400

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS 0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Brand - Creates permanent brand on target creature.	transmutation					
0			Detect Magic - Detects spells and magic items within 60 ft.	divination					
0			Disrupt Undead - ranged touch attack w/ ray of positive energy for 1d6 damage to one undead	necromancy					
0			Read Magic - Read scrolls and spellbooks.	divination					
1			True Strike - +20 on next attack roll	divination					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	necromancy					