

Kesyon Lannwit

CHARACTER
TroX
Large Male
Neutral Evil
Urgathoa (ISG-156)

PLAYER
9'0" 1200 lbs None yellow ochre
Sahure Wastes, Osirion (ISWG-146)



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

LANGUAGES: Trox, Osirion

Ability Score 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 57, HD 5. CLASS RECORDER: CLASS NAME Inquisitor, BAB 5, SKILL 40, FC HPS 0, FORT 4, REF 4, WILL 4, LEVELS 5.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE table. Rows: AC 23, TOUCH 10, FLAT-FOOT 23.

ARMOR CHECK PENALTY 0, MAXIMUM DEX 3, SPELL FAILURE 0%

SAVING THROWS table. Rows: FORT 7, REF 4, WILL 7.

ATTACKS table. Rows: MELEE 13, RANGED 5, CMB 13, CMD 23.



SKILLS table with columns: SKILL, DEX, INT, CHA, STR, WIS, RANKS TOTAL, ABILITY, TRAINED, MISC. Lists skills like Acrobatics, Bluff, Climb, etc.

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES. Lists Race: Trox (Monstrous Humanoid), BAB=HD, Darkvision, Weapon Prof, Armor Prof, etc.

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 [x] 15,000 / 23,000

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Rows: Bone breastplate of Urgathoa +3, Heavy Bone Shield of Undeath Controlling +2.

WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: Scythe of Urgathoa +3, w/ gauntlets of ghouls touch +2.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

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

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⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Scythe of Urgathoa +3			
	Life Stealer - bestows a negative level w/ critical & wielder gains 1d6 temp hp			
	Ghost touch - affect incorporeal as well			
	bypasses all damage reduction to evil			
	Heavy Bone Shield of Undead Controlling +2			
	- Control 26 HD of undead/day, as Control Undead spell.			
	Bone breastplate of Urgathoa +3			
	grants immunity to paralysis & level draining			
	gauntlets of ghouls touch +2			
	grant paralytic attack of ghoul to weapon wielded by gauntlet			
	1d6+2 rnds DC 15 fort save (elves immune)			

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			

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

TREASURE CARRIED		
⌘	TREASURE	WEIGHT

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
306	613	919		919	1838	4595
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>
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SPELLS PER DAY

CLASS	Inquisitor				LEVEL	5	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	
13	0	4	4			6	
14	1st	5	4	1		4	
15	2nd	3	2	1		3	
	3rd			1			
	4th						
	5th						
	6th						
	7th						
	8th						
	9th						

CLOSE: 25FT + 5FT / 2 LVL	35	MEDIUM: 100FT + 10FT / LVL	150	LONG: 400FT + 40FT / LVL	600
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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
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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					
0			Bleed - Cause a stabilized creature to resume dying.	necromancy					
0			Guidance - +1 on one attack roll, saving throw, or skill check	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					
1			Detect Chaos/evil/Good/Law - Reveals creatures, spells, or objects of selected alignment.	divination					
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	necromancy					
2			Hold Person - Paralyzes one humanoid for 1 round/level.	enchantment					
2			Inflict Moderate Wounds - Touch attack, 2d8 damage + 1/level (max +10).	necromancy					
2			Weapon of Awe - +2 damage for 1 min/lvl; critical leaves for shaken for 1 rnd (no save)	transmutation					