Trox Large Male RACE & LA Urgathoa (ISG-156)

9'0"

None

yellow

ochre

DATHFINDER

9	Male	9'0" 120 HEIGHT WEIG	00 lbs No	ne	yell		ochre	AVIT	LI	T	IM		St	3
11 Neutral Evil Urgathoa (ISG-15		Sahure Was	tes, Osirio			31	CIN .	POL	M			<u></u>	J	
AGE ALIGNMENT DEITY LANGUAGES: Trox, Osirion		HOMELAND & BACKO	ROUND OCCUP	ATION				Original by Neceros.	Modifies	by aballi	ius@wahaa	som Vor	ion 1 o oo	
LANGUAGES: TTOX, OSITIOTI			UTROIN	TC							uswyanoo	com. ver	51011 1.0.20	112
ABILITY SCORE TOTAL MOD BASE ENHANCE MIS	\neg		ITPOIN ENT HP	HP GAII	NED HD		CL	CLASS RE	BAB		FC HPS F		EF WIL	
STR 26 8 18 6 2		a	10	112	2 10		Inc	quisitor	10	80	-	7	7 7	10
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CON 16 3 16									Ш			\perp	\perp	
INT 12 1 14 -2		NONLETHAL HP DAM							Ш	\square	\dashv			
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CHA 6 -2 8 -2			TOTAL H	IP 112	2 FAVO		Inquisi	tor TOTALS	10	80	0	7	7 7	10
ABILITY SCORE & CONDITIONS & MISCELLANEOUS TRACKING										SKILI		S ABILIT	RANKS TOTAL TY TRAINE	80
RACIAL NOTES		DEFENSE						*□ ACROBATICS •		EX 0)	0		\perp
_	EX SIZE	DEFENSE DODGE NATURA	AL DEFLECT	MISC T	ЕМР			★□ Appraise ★☑ Bluff		NT 1 HA 2	_	-2	3	_
AC 23 =10+ 9 4 0	0 0				AR	MOR CHECK PENALTY	0	* ☑ CLIMB •		TR 12	_	8	3	
TOUCH 10 =10+	0 0					MAXIMUM DEX	3	★☑ CRAFT: ★☑ DIPLOMACY	CH	NT 5 HA 2	_	-2	3	+
FLAT-FOOT 2310+ 9 4 (0		ı			SPELL FAILURE		☐ DISABLE DEVICE ◆		EX		0		
				COMBAT NOTES	S & MODIFIER			 ★☑ DISGUISE ★☑ ESCAPE ARTIST ◆	CH D	HA 2	_	-2	3	+
	ANCE MISC	темр +2 Е	BAB seco	nd attack	11/10	13	1	* ☑ FLY •		EX 4	1 1	0	3	
FORT 10 7 3			_	- 4	Mr.	4		☐ HANDLE ANIMAL *☑ HEAL	CH W	/IS 8	3 1	-2 4	3	
REF 7 7 0				4	All to	-	X Va	∗ Intimidate	CH	HA 16	6 10	-2	3	5
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						4	1	☑ Kn: nature	II	NT 5	5 1	1	3	
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ATTACK MODIFIER	$\dashv \vdash \vdash$	 	100	PP A		1	5	☐ Kn:		NT		1		
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CMD 28 =10+ B40 DEDE ST	<u> 3 </u>					1		✓ PROF: *✓ RIDE •		IS 8	_	0	3	+
								÷ ☑ Sense Motive	w	/IS 2:	_	4	3	5
		FEATURES FEATS, AND CHARACTER FEATURES						☐ SLEIGHT OF HAND ◆ ☐ SPELLCRAFT		NT 10	0 6	1	3	+
Race: Trox (Monstrous Humanoid) (ARG-234) HD: d10	Power Atta	ck -1 to h	*☑ STEALTH •		EX 0) 1	0	3	-4				
BAB=HD, good Reflex & Will		Cleave - ma	ake anoth	★☑ SURVIVAL ★☑ SWIM ◆		/IS 10	_	8	3	2				
Darkvision 60', Burrow 20'		Great Clear	ve - keep		☐ USE MAGIC DEVICE	CH	_		-2	_				
Weapon Prof: All Simple + crossbow, bows	& scythe	Vital Strike	- double		STR STR	+	+							
Armor Prof: Light & Medium Armor + Shie	lds	Improved C	Critical - d	the)		STR								
Large: -4 Stealth, +1 CMB & CMD, -1 AC					STR	\perp								
Frenzy after injury, +2 Str & Con, -2 AC 1 m	in (1/day)								STR	工	工			
4 small arms = Improved Grapple & still att	ack	Death's Embrace: channeled negative energy heals damage						MARK A TO SHOW A CLASS * SKILL CAN BE USE	SKILL. CLA D UNTRAI	ASS SKILLS NED •	S WITH RAN	KS GAIN A	4 +3 TRAIN LTY APPLIE	ED BONUS.
Class: Inquisitor (APG-38) Skills 6+Int		Second Judgment - each judgment has 2 effects						EXPERIENCE SLOW MEDIUM 2 FA	.st 🗆 🛭	10	05,000	/	155,0	000
Domain: Death (CRB-42), Subdomain: Undeath	(APG-97)	Discern Lies (Sp) (lvl/day)								BASE	FLY	SWIM	CLIMB	
Death's Kiss (Su): target has undead traits w/ melee touch lvl/2 rnds (3	+WisMod/day)	Bane (Su) -	+2 attack;	+2d6 dam	nage vs	outsider	rs (good)	SPEED	<u>_</u>	30	<u>L</u>		<u> </u>	20
Judgment gain profane bonus for duration of combat (4/da	y) (APG-38)	Teamwork Feat - bonus teamwork feat (can change Wis Mod/day)						INIT 3	3	= _	0 M	+	3	MISC
Monster Lore (Ex) Add Wis Mod to Knowledg	ge checks	Solo Tactics (Ex) - allies are treated as knowing team feats						HERO						
Stern Gaze (Ex) +lvl/2 Intimidate & Sense	Track (Ex) +lvl/2 track checks (survival)						SR	٦i	DR					
Cunning Initiative (Ex) +Wis Mod to Initiative	/e	Detect Alignment (Sp) (at will)						RESISTANCES						
														
ARMOR NAME & DESCRIPTION	KMOR &	WEAPONS	ZEAPONS AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT POOL POINTS						_					
ARMOR Bone breastplate of Urgathoa +3			9	3		М	25.0							
SHIELD Heavy Bone Shield of Undead Controlling	g +2		4				15.0							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Scythe of Urgathoa +3	+18+3+2	(2d6+8+3+2+1d6)x2	19-20,x4		P,S	10.0	(bane of good outsiders)
w/ gauntlets of ghoul's touch +2							ghoul's paralytic touch

FEATS & SPECIAL ABILITIES					FEATS & SPECIAL ABILITIES										
	NAME		USES/DAY	USED	_{Te}	Teamwork feats							USES/DAY	USED	
						Precise Strike +1d6 precision damage w/ melee attacks									
						Stealth Synergy Teamwork — use highest roll made by you & allies on Steal									
					- I	Trade Initiative - swap initiative roll with ally									
					1										
						Urgathoa -									
Н							n: Mistress c	f Un	ndeat	.h					
Н							ounds 3/day,				or anima	ate dea	d 1/dav		
Н					1	<u> </u>									
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×	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	ĴΠΙ	PME	NT & N	MAGIC I	TEMS	QTY / USES	WGT N/A	WEIGHT
"	·····	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \				Scythe of	of Urgathoa +3						Q, 0020		
					1 🗆	Life Stealer	- bestows a negative	level	w/ critic	cal & wield	er gains 1d6	6 temp hp			
					1 🗆	Ghost to	ouch - affect in	corp	orea	al as we	ell				
Г					1 🗆	bypasse	s all damage	redu	ıctior	to evil					
					1 🗀										
					1	Heavy B	one Shield of	Unc	dead	Contro	lling +2				
					1	 	26 HD of unde					d spell.			
Г					1										
Г					1	Bone bre	eastplate of U	rgatl	hoa -	+3					
					1		nmunity to pa				raining				
Г					1	grame miniamly to paralysis									
Г					1	gauntlet	s of ghoul's to	uch	+2						
Г					1	grant paralytic attack of ghoul to weapon wielded by gauntlet									
					1 🗀	1d6+2 rnds DC 15 fort save (elves immune)									
Г					1 🗀										
Н					1	Mask of the Skull									
Н					1	mask flies 50', a touch attack against the target,									
Н					1	DC 20 Fortitude save or take 130 points of damage,									
⊢					┧┝╴	or 3d6+13 damage on made save									
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			SPELLS PER DAY	BLOODLINES & PATRONS		SPELLS PER DAY						
CLA	ss		Inquisitor LEVEL 10	BLOODLINE/PATRON		CLASS				LEVEL		
			ABILITY SPELLS	BLOODLINE/PATRON					ABILITY		SPELLS	
	4	O	4 4 6			SAVE DC	O	TOTAL CLAS	S BONUS	MISC	KNOWN	
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CLOSE: 25FT + 5FT / 2 LV	50		MEDIUM: 100 FT + 200 LONG: 400 FT + 40 FT / LVL 800	FOCUSED		CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400FT + 40FT / LVI	400	
JF1 / 2 L	VL	TOTAL	CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED		3F1 / 2 LVL	TOTAL		BILITY OTHE	,	RENT POINTS	
SPE	ELL NTS	0		PROHIBITED		SPELL POINTS	0					
				SPELLS								
LEVEL	PREP	USED		AME & DESCRIPTION	school		JRATION	RANGE	SAVE	SR	REFERENCE	
0			Brand - Creates permanent brand		transmuta							
0			Detect Magic - Detects spells and		divination							
0				ray of postive energy for 1d6 damage to one undead	necroma	-						
0			Read Magic - Read scrolls and spe		divination							
0			Bleed - Cause a stabilized creature		necroma							
0			Guidance - +1 on one attack roll, s	divination	on							
<u> </u>			True Christa 120 on novit attack role	divin eti								
1			True Strike - +20 on next attack rol Cause Fear - One creature of 5 H	divination								
1					necroma							
<u> </u>				creatures, spells, or objects of selected alignment.								
<u> </u>			Inflict Light Wounds - Touch deals	ee levels on attack and damage rolls.	necroma							
⊢∸			Divine Lavor - Tou gain +1 per trib	ee levels on attack and damage rolls.	evocation	OII						
┝												
2			Hold Person - Paralyzes one huma	anoid for 1 round/level	enchantn	nent						
2			-	attack, 2d8 damage + 1/level (max +10).	necroma							
2				n/lvl; critical leaves for shaken for 1 rnd (no save)	transmuta							
2			Castigate - Causes target to be sh		enchantn							
2			Desecrate - Fills area with negative		evocation							
广				5,,		-						
一												
3			Dimensional Blade - attacks with melee w	reapon with melee touch attacks that ignore all armor.	transmuta	ation	I rnd					
3			Dispel Magic - Cancels one magica	, ,	abjurati							
3			Inflict Serious Wounds - Touch atta	necroma								
3			Animate Dead - Creates undead sk		necroma	-						
一						-						
4			Unholy Blight - Harms and sickens	good creatures (1d8 damage/2 levels).	evocation	on						
4			Enervation - Subject gains 1d4 ne		necroma							
\vdash						-						
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