

Kesyon Lannwit

CHARACTER Trox Large Male Neutral Evil Uragthoa (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 tables. HITPOINTS shows current HP 112. CLASS RECORDER shows class name Inquisitor and various stats.

ABILITY SCORE & RACIAL NOTES table

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOUCH, FLAT-FOOT, AC, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP.

ARMOR CHECK PENALTY, MAXIMUM DEX, SPELL FAILURE table

SAVING THROWS table with columns: FORT, REF, WILL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP.

COMBAT NOTES & MODIFIERS +2 BAB second attack



ATTACKS table with columns: MELEE, RANGED, CMB, CMD, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC.

SKILLS table with columns: SKILL, RANKS, ABILITY, TRAINED, MISC. Lists skills like Acrobatics, Bluff, Climb, etc.

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Table listing various feats and features such as Power Attack, Cleave, Great Cleave, Vital Strike, Improved Critical, Death's Embrace, Second Judgment, Discern Lies, Bane, Teamwork Feat, Solo Tactics, Track, and Detect Alignment.

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 table showing 105,000 / 155,000

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

ARMOR & WEAPONS

Table listing armor items: Bone breastplate of Uragthoa +3 and Heavy Bone Shield of Undead Controlling +2.

Table listing weapon items: Scythe of Uragthoa +3 and w/ gauntlets of ghouls touch +2.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Teamwork feats		
Precise Strike +1d6 precision damage w/ melee attacks		
Stealth Synergy Teamwork — use highest roll made by you & allies on Stealth		
Trade Initiative - swap initiative roll with ally		
Urgathoa -		
Exalted Boon: Mistress of Undeath		
inflict light wounds 3/day, desecrate 2/day or animate dead 1/day		

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

EQUIPMENT & MAGIC ITEMS				
#	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)			
	Mask of the Skull			
	mask flies 50', a touch attack against the target,			
	DC 20 Fortitude save or take 130 points of damage,			
	or 3d6+13 damage on made save			

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
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"/>	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	4	4			6
15	1st	6	5	1		5
16	2nd	5	4	1		5
17	3rd	4	3	1		4
18	4th	2	1	1		2
	5th					
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT 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 MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT 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					
1			Divine Favor - You gain +1 per three levels on attack and damage rolls.	evocation					
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					
2			Castigate - Causes target to be shaken and cower.	enchantment					
2			Desecrate - Fills area with negative energy, making undead stronger.	evocation					
3			Dimensional Blade - attacks with melee weapon with melee touch attacks that ignore all armor.	transmutation	1 rnd				
3			Dispel Magic - Cancels one magical spell or effect.	abjuration					
3			Inflict Serious Wounds - Touch attack, 3d8 damage + 1/level (max +15).	necromancy					
3			Animate Dead - Creates undead skeletons and zombies.	necromancy					
4			Unholy Blight - Harms and sickens good creatures (1d8 damage/2 levels).	evocation					
4			Enervation - Subject gains 1d4 negative levels.	necromancy					