RACIAL NOTES

CMD

34

CHARACTER
Trox
Large Male 9'0" 1200 lbs None
RACE & LA

11 Neutral Evil Urgathoa (ISG-156) Sahure Wastes, Osirion (ISWG-146)

ochre SKIN SATHFINDER

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

LANGUAGES: Tro	x, Osiri	on					
ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP	٦
STR	28	9	18	6	4		
DEX	10	0	10				
CON	16	3	16				
INT	12	1	14	-2			
WIS	18	4	18	-2	2		
СНА	6	-2	8	-2			L
ABILITY SCORE &							ı

1	HITPOINTS			CLASS RE	COR	DER					
	CURRENT HP	HP GAINED	но 10	class NAME Inquisitor	вав 10	skill 80	FC HPS	FORT 7	REF 7	7	10
l	16/	55	5	Agent of the Grave	5	25		3	3	3	5
ŀ	NONLETHAL										
Ľ	HP DAM										
	TEMPORARY HP										
	TOTAL HP	167	FAVOREI CLASS	Inquisitor TOTALS	15	105	0	10	10	10	15

yellow

ATTACKS & DEFENSE 2 AC 0 0 10 0 0 MAXIMUM 3 **TOUCH** =10+ SPELL FAILURE 23 9 4 0 0 0% FLAT-FOOT **-10**+ +2 BAB second attack SAVING THROWS CLASS BASE ABILITY 3 13 10 **FORT** 10 10 0 REF 14 10 4 WILL ATTACKS BASE ATTACK BONUS MELEE 24 15 9 0 RANGED 15 15 0 0 **CMB** 24 15 STR 9 0

0

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

			TOTAL	RANKS	ABILITY	TRAINED	MISC
	★□ ACROBATICS ◆	DEX	0		0		
DEFENSE	*□ Appraise	INT	1		1		
DODGE NATURAL DEFLECT MISC TEMP	∗ ■ BLUFF	CHA	2	1	-2	3	
2 ARMOR CHECK PENALTY 0	★☑ CLIMB •	STR	13	1	9	3	
MAXIMUM 2	* ✓ CRAFT:	INT	5	1	1	3	
MAXIMUM DEX 3	⋆☑ DIPLOMACY	СНА	2	1	-2	3	
SPELL 60%	☐ DISABLE DEVICE ◆	DEX			0		
	∗ Disguise	СНА	2	1	-2	3	
+2 BAB second attack	*☐ ESCAPE ARTIST •	DEX	0		0		
TEMP +2 BAB Second attack	* ☑ FLY •	DEX	4	1	0	3	
	☐ HANDLE ANIMAL	СНА	_		-2		
The state of the s	*☑ HEAL	WIS	8	1	4	3	
	*☑ INTIMIDATE	CHA	21	15	-2	3	5
	☑ KN: arcana	INT	19	15	1	3	
	☑ KN: dungeoneering	INT	5	1	1	3	
	✓ KN: nature	INT	5	1	1	3	
MISC	☑ KN: planes	INT	19	15	1	3	
Wall Wall and a large and a la	☑ KN: religion	INT	19	15	1	3	
	□ Kn:	INT		_	1		$\overline{}$
10 10 10 10 10 10 10 10 10 10 10 10 10 1	LINGUISTICS	INT			1		
	* Perception	WIS	20	13	4	3	$\overline{}$
	*□ Perform:	CHA	-2		-2		
	☑ Prof:	WIS	8	1	4	3	
	* ☑ RIDE •	DEX	4	1	0	3	
	№ SENSE MOTIVE	wis	24	12	4	3	5
EATURES FEATS, AND CHARACTER FEATURES	☐ SLEIGHT OF HAND ◆	DEX			0	_	
Power Attack -1 to hit +2 damage	Spellcraft	INT	10	6	1	3	
	*☑ STEALTH •	DEX	0	1	0	3	-4
Cleave - make another attack if first hits	★☑ SURVIVAL	WIS	10	1	4	3	2
Great Cleave - keep attacking until miss	*☑ SWIM •	STR	13	1	9	3	
Great Cleave - keep attacking until miss	USE MAGIC DEVICE	CHA			-2		
Vital Strike & improved - triple damage on single attack		STR					
Improved Critical - double critical range (scythe)		STR STR					
Weapon Focus (scythe) +1 attack		STR					
Dazzling Display - intimidate all foes w/in 30'		STR					
Death's Embrace: channeled negative energy heals damage	MARK A TO SHOW A CLASS * SKILL CAN BE USE			TH RANKS			BONUS.

SKILL CA	V DE OSED ON IK	Allieb . A	KIMOK CITI	CKILITAL	TI AFFEIES	
EXPERIE SLOW MEDIUM	638	5,000	/	890,00	00	
		BASE	FLY	SWIM	CLIMB	MISC
SPEED		30				20
INIT	3	= () DE		3	MISC MOD
HERO						
SR		DR				
RESISTANCI	ES					
POOL POINT	rs					

Race: Trox (Monstrous Humanoid) (ARG-234) HD: d10	Power Attack -1 to hit +2 damage
BAB=HD, good Reflex & Will	Cleave - make another attack if first hits
Darkvision 60', Burrow 20'	Great Cleave - keep attacking until miss
Weapon Prof: All Simple + crossbow, bows & scythe	Vital Strike & improved - triple damage on single attack
Armor Prof: Light & Medium Armor + Shields	Improved Critical - double critical range (scythe)
Large: -4 Stealth, +1 CMB & CMD, -1 AC	Weapon Focus (scythe) +1 attack
Frenzy after injury, +2 Str & Con, -2 AC 1 min (1/day)	Dazzling Display - intimidate all foes w/in 30'
4 small arms = Improved Grapple & still attack	Death's Embrace: channeled negative energy heals damage
Class: Inquisitor (APG-38) Skills 6+Int	Second Judgment - each judgment has 2 effects
Domain: Death (CRB-42), Subdomain: Undeath (APG-97)	Discern Lies (Sp) (lvl/day)
Death's Kiss (Su): target has undead traits w/ melee touch IVI/2 mds (3+WisMod/day)	Bane (Su) - +2 attack; +2d6 damage vs outsiders (good)
Judgment gain profane bonus for duration of combat (4/day) (APG-38)	Teamwork Feat - bonus teamwork feat (can change Wis Mod/day)
Monster Lore (Ex) Add Wis Mod to Knowledge checks	Solo Tactics (Ex) - allies are treated as knowing team feats
Stern Gaze (Ex) +lvl/2 Intimidate & Sense Motive	Track (Ex) +lvl/2 track checks (survival)
Cunning Initiative (Ex) +Wis Mod to Initiative	Detect Alignment (Sp) (at will)

Bone breastplate of Urgathoa +3

Heavy Bone Shield of Undead Controlling +2

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	Track (Ex) +lvl/2 track checks (survival)						
	Detect Alignn	nent (S	Sp) (at	will)			
&	WEAPONS						
		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
		9	3			М	25.0
		4					15.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Scythe of Urgathoa +3	+24+1+3+2	(2d6+9+3+2+1d6)x3	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			
Prestige Class: Agent of the Grave (PAP45-???)	USES/DAY	USED	Teamv
Inspired Necromancy (Ex) - double count Agent IvIs for creating undead			Precise
Lich's Touch (Su) - 1d6/Agent level negative touch attack	1		Stealth S
Unholy Fortitude (Su) - use Con or Cha Mod for Agent HP			Trade I
Undead Manipulator (Ex) - enchantment spells effect undead			
Negative Energy Conduit (Ex) - desecrate aura 10 min/lvl	1		Urgath
Death's Shroud (Su) - undetectable alignment	1		Exalted
Negative Energy Affinity (Ex) - healed by negative energy			inflict lig
Secrets of Death (Ex) - gain Int Mod spells of another class - Create Undead			
Undeath Initiate (Ex) +5 any skill check in becoming undead			
EQUIPMENT & MAGIC ITEMS # OTT / USES	WGT N/A	WEIGHT	*

FEATS & SPECIAL ABILITIES		
Teamwork feats	USES/DAY	USED
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			
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	EQUIPMENT & MAGIC ITEMS			
×	ITEM	QTY / USES	WGT N/A	WEIGHT
	Scythe of Urgathoa +3			
L	Life Stealer - bestows a negative level w/ critical & wielder gains 1d6 temp hp			
ᆫ	Ghost touch - affect incorporeal as well			
	bypasses all damage reduction to evil			
L				
	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 ghoul's 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			
	Reliquary of Urgathoa			
	if wearer is slain, rises as wraith in 1d4 hours			
	Ring of protection +2, +4 vs good			

w	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								
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	CURRENCY								
	CARRIED	CARRIE	WGT N/A	STORED					
PLATINUM									
GOLD									
SILVER									
COPPER									
	CAI	RRIED WE	IGHT						
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL					
50.0	0.0	0.0		50.0					

- 1									
								·	
	LOADS & LIFT								
	LIG	нт	MEDIUM	HEAVY		LIFT ABOVE	LIFT OFF	DRAG &	

LIGHT LOAD 404	MEDIU LOAD)	HEAVY LOAD 1213	N N	LIFT ABOVE HEAD	LIFT OFF GROUND 2426	DRAG & PUSH 6065
0 0				MODIFIED LOAD	0	0	0
CURRENT	LOAD		LIGHT	Z м г	опим 🗖	HEAV	/Y 🔲

			SPELLS PER DAY BLOODLINES & PATRONS			SPELLS PER DAY	
CLAS	ss		Inquisitor LEVEL 14 BLOODLINE/PATRON		CLASS		LEVEL
SAVI		LEVEL	ABILITY SPELLS BLOODLINE/PATRON TOTAL CLASS BONUS MISC KNOWN		SAVE DC LEVEL	ABILITY TOTAL CLASS BONUS	SPELLS MISC KNOWN
	4	0	4 4 6		o [TOTAL CLASS BONGS	MISC KNOWN
1	5	ıst	6 5 1 6 DOMAINS				
1	=	2nd	6 5 1 6 DOMAIN Death		2nd	 	
=	=		SUBDOMAIN Undead				
1	╡ .	3rd	5 4 1 5 DOMAIN		3rd [
1	=	4th	5 4 1 SUBDOMAIN		4th [
1	9 !	5th	2 2 DOMAIN		5th		
	' ⊑	5th	SUBDOMAIN		6th		
	;	7th			7th		
	;	Bth	WIZARD SPECIALITY SCHOO	L	8th		
	<u> </u>	9th	SPECIALITY		9th		
CLOSE: 25FT +	60	□ [']	MEDIUM: 100FT + 240 400FT + 960		CLOSE: 25FT + 25	MEDIUM: 100FT + 100	LONG: 400FT + 400
5FT / 2 LV	_ 00	TOTAL	10FT / LVL 240 40FT / LVL 900 PROHIBITED		5FT / 2 LVL Z5	10FT / LVL 100	40FT / LVL
SPE		0	PROHIBITED		SPELL 0	1 OTHER	CORRENT POINTS
POIN	115		CDELLC		POINTS		
LEVEL	PREP	USED	SPELLS NAME & DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR REFERENCE
0			Brand - Creates permanent brand on target creature.	transmutati			
0			Detect Magic - Detects spells and magic items within 60 ft.	divination			
0			Disrupt Undead - ranged touch attack w/ ray of postive energy for 1d6 damage to one undea		-		
0			Read Magic - Read scrolls and spellbooks. Bleed - Cause a stabilized creature to resume dying.	divination			
0			Guidance - +1 on one attack roll, saving throw, or skill check	divination	-		
			Cuidance - 11 on one attack foil, saving thow, or skill check	divination	11		
1			True Strike - +20 on next attack roll	divination	n		
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	necroman			
1			Detect Chaos/Evil/Good/Law - Reveals creatures, spells, or objects of selected alignmen	t. divinatio	n		
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	necroman	су		
1			Divine Favor - You gain +1 per three levels on attack and damage rolls.	evocation	n		
1			Forbid Action - Target obeys command to not do something.	enchantme	ent		
2			Hold Person - Paralyzes one humanoid for 1 round/level.	enchantme	ent		
2			Inflict Moderate Wounds - Touch attack, 2d8 damage + 1/level (max +10).	necroman			
2			Weapon of Awe - +2 damage for 1 min/lvl; critical leaves for shaken for 1 rnd (no save	<u>, </u>			
2			Castigate - Causes target to be shaken and cower.	enchantme			
2			Desecrate - Fills area with negative energy, making undead stronger. Protection from Good, Communal - As protection from good, but shared	evocation abjuration			
			- 10.000.011 Holli 0000, Ooliililalia - 20 pioteolioli Holli good, but shaled	abjuration	11		
3			Dimensional Blade - attacks with melee weapon with melee touch attacks that ignore all armo	r. transmutati	ion 1 rnd		
3			Dispel Magic - Cancels one magical spell or effect.	abjuration			
3			Inflict Serious Wounds - Touch attack, 3d8 damage + 1/level (max +15).	necroman			
3			Animate Dead - Creates undead skeletons and zombies.	necroman	су		
3			Speak with Dead - Corpse answers one question/two levels.	necroman	су		
4			Unholy Blight - Harms and sickens good creatures (1d8 damage/2 levels).	evocation	n		
4			Enervation - Subject gains 1d4 negative levels.	necroman	су		
4			Fear - Subjects within cone flee for 1 round/level.	necroman	су		
4			Inflict Critical Wounds - Touch attack, 4d8 damage + 1/level (max +20).	necroman	су		
		1				1	1 1

	SPELLS								
5	PREP	USED	NAME & DESCRIPTION	scноог divination	DURATION	RANGE	SAVE	SR	REFERENCE
			Commune - Deity answers one yes-or-no question/level.						
5			Command, Greater - As command, but affects one subject/level.	enchantment	1 rnd/lvl				
5			Unhallow - Designates location as unholy.	necromancy					
6			Create Undead - Create ghasts, ghouls, mohrgs, or mummies.	necromancy					
			 L BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://crea	TWESOMMONS ORS IN SENSES INV	NG CA /2 O) BATHEINES				