

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 (28), DEX (10), CON (16), INT (12), WIS (18), CHA (6)

HITPOINTS and CLASS RECORDER. HITPOINTS: 167. CLASS RECORDER: Inquisitor, Agent of the Grave, BAB 10, SKILL 80, FC HPS 7, FORT 7, REF 7, WILL 10, LEVELS 10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE table. Rows: AC (25), TOUCH (10), FLAT-FOOT (23)

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

SAVING THROWS table. Rows: FORT (13), REF (10), WILL (14)

COMBAT NOTES & MODIFIERS: +2 BAB second attack. Includes image of a ghoulish creature.

ATTACKS table. Rows: MELEE (24), RANGED (15), CMB (24), CMD (34)

SKILLS table with columns: SKILL, RANKS, ABILITY, TRAINED, MISC. Includes skills like Acrobatics, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Heal, Intimidate, Perception, Ride, Spellcraft, Stealth, Survival, Swim.

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES. Includes: Race: Trox (Monstrous Humanoid), 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 (4/day) (APG-38), Monster Lore (Ex) Add Wis Mod to Knowledge checks, Stern Gaze (Ex) +lv/2 Intimidate & Sense Motive, Cunning Initiative (Ex) +Wis Mod to Initiative, Power Attack -1 to hit +2 damage, Cleave - make another attack if first hits, Great Cleave - keep attacking until miss, Vital Strike & improved - triple damage on single attack, Improved Critical - double critical range (scythe), Weapon Focus (scythe) +1 attack, Dazzling Display - intimidate all foes w/in 30', Death's Embrace: channeled negative energy heals damage, Second Judgment - each judgment has 2 effects, Discern Lies (Sp) (lv/day), Bane (Su) - +2 attack; +2d6 damage vs outsiders (good), Teamwork Feat - bonus teamwork feat (can change Wis Mod/day), Solo Tactics (Ex) - allies are treated as knowing team feats, Track (Ex) +lv/2 track checks (survival), Detect Alignment (Sp) (at will)

ARMOR & WEAPONS

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

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

EXPERIENCE: 635,000 / 890,000. SPEED: 30, INIT: 3, HERO, SR, DR, RESISTANCES, POOL POINTS

SPELLS PER DAY

CLASS	Inquisitor			LEVEL	14	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	4	4			6
15	1st	6	5	1		6
16	2nd	6	5	1		6
17	3rd	5	4	1		5
18	4th	5	4	1		4
19	5th	2	2			3
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **60** MEDIUM: 100FT + 10FT / LVL **240** LONG: 400FT + 40FT / LVL **960**

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					
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					
1			Forbid Action - Target obeys command to not do something.	enchantment					
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					
2			Protection from Good, Communal - As protection from good, but shared	abjuration					
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					
3			Speak with Dead - Corpse answers one question/two levels.	necromancy					
4			Unholy Blight - Harms and sickens good creatures (1d8 damage/2 levels).	evocation					
4			Enervation - Subject gains 1d4 negative levels.	necromancy					
4			Fear - Subjects within cone flee for 1 round/level.	necromancy					
4			Inflict Critical Wounds - Touch attack, 4d8 damage + 1/level (max +20).	necromancy					

