

Duggley the Dudley Bug

Male entothrope paladin 5 - CR 4

Lawful Good Monstrous Humanoid; Deity: Iomedae; Age: 26; Height: 5' 11"; Eyes: Large black; Hair: No; Skin: Brown carapace

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+4	+2		+3	
REFLEX (DEXTERITY)	+6	=	+1			+5	
WILL (WISDOM)	+7	=	+4			+3	

Immunity to Disease Immunity to Fear (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=	+6	+2			+2		

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
10	20				

CM Bonus	BAB	Strength	Dexterity	Size
+9	=	+5	+4	-

CM Defense	BAB	Strength	Dexterity	Size
19	=	10	+5	+4

23 vs. Overrun; 23 vs. Trip

Base Attack	+5	HP	49
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Initiative	Damage / Current HP
+0	

Speed	40 / 30 ft
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+1 bastard sword

Main hand: +10, 1d10+5 Crit: 19-20/x2
Both hands: +10, 1d10+7 1-hand, S

Fangtide scale mail

+6 Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Mithral heavy shield

+2 Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (0)	1	
Appraise	+0	INT (0)	-	
Bluff	+3	CHA (3)	-	
Climb	-2	STR (4)	-	
Diplomacy	+9	CHA (3)	3	
Disguise	+3	CHA (3)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+4	WIS (0)	1	
Intimidate	+4	CHA (3)	-	
Knowledge (religion)	+4	INT (0)	1	
Perception	+2	WIS (0)	2	
Ride	-6	DEX (0)	-	
Sense Motive	+4	WIS (0)	1	
Spellcraft	+4	INT (0)	1	
Stealth	-6	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	-2	STR (4)	-	

Activated Abilities & Adjustments

Change Race Name (Entothrope Bug)
Number of Hands: +2
Number of Legs: +2
Racial Base Speed: +10
Racial Natural Armor Bonus: +2

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)

Feats

Armor Proficiency (Medium)
Exotic Weapon Proficiency (Bastard sword)
Lightning Reflexes
Martial Weapon Proficiency - All
Power Attack -2/+4
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Axe to Grind
Omen (1/day)

Gear

**Total Weight Carried: 270.5/300 lbs, Heavy Load
(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)**

+1 bastard sword	6 lbs
Air crystal	-
Alchemical grease	1 lb
Antiplague	-
Antitoxin	-
Artisan's outfit (Free)	-
Belt pouch (empty)	0.5 lbs
Fangtide scale mail	30 lbs
Grappling hook	4 lbs
Heavy shield bash	-
Holy symbol, silver (????)	1 lb
Manacles	2 lbs
Meditation tea	-
Mirror	0.5 lbs
Mithral heavy shield	5 lbs
Money	210 lbs
Mug/tankard	1 lb
Oil of daylight	-
Potion of cure light wounds x3	-
Scroll of bless, cure light wounds	-
Silk rope	5 lbs
Smelling salts	-
Snapleaf	-
Soap	0.5 lbs
Twitch tonic	-
Vermin repellent	-
Waterskin	4 lbs

Special Abilities

Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Darkvision (60 feet)
Divine Bond (Weapon +1, 5 mins, 1/day) (Sp)
Glamerd
Lay on Hands (2d6 hit points, 5/day) (Su)
Mercy (Decieved) (Su)
Paladin Channel Positive Energy 3d6 (2/day, DC 15) (Su)
Smite Evil (2/day) (Su)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Experience & Wealth

Experience Points: **15000**/23,000
Current Cash: **10,500 gp**

Tracked Resources

Alchemical grease	<input type="checkbox"/>
Antiplague	<input type="checkbox"/>
Antitoxin	<input type="checkbox"/>
Burst Bonds (1/day)	<input type="checkbox"/>
Divine Bond (Weapon +1, 5 mins, 1/day) (Sp)	<input type="checkbox"/>
Lay on Hands (2d6 hit points, 5/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Meditation tea	<input type="checkbox"/>
Oil of daylight	<input type="checkbox"/>
Omen (1/day)	<input type="checkbox"/>
Paladin Channel Positive Energy 3d6 (2/day, DC 15) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smelling salts	<input type="checkbox"/>
Smite Evil (2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Snapleaf	<input type="checkbox"/>
Twitch tonic	<input type="checkbox"/>
Vermin repellent	<input type="checkbox"/>
Wrath (1/day)	<input type="checkbox"/>

Languages

Common

D'ziriak

Spells & Powers

Paladin spells memorized (CL 2nd; concentration +5)
Melee Touch +9 Ranged Touch +5
1st—challenge evil^{APG} (DC 14), *weapons against evil*

Background

Young Duggerly was born in the shadow of the ruins of Dudley castle and grew up as a typical Black Country boy until he was bitten by a beetle who had been cursed by a gypsy. Poor Duggerly contracted the rare disease of Entothropy. Since then he has come to fear the rising of a full moon. At those times he is transformed into a four-armed, four-legged hybrid man-beetle and transported through the multiverse to wherever there is injustice and wrongs need righting.

Duggerly the Dudley Bug is a strange creature from beyond the mists of time – an Eternal Warrior who appears in many settings. His aspect is often suited to the current milieu but he always champions the weak. He always appears in time of need and he gathers together companions who are suited to the realms in which finds himself. He was originally called “Deadly Bug” but the name was often mispronounced as Dudley Bug. His catch phrase is “Taste my blade!” as he fights for honour and justice.

Duggley the Dudley Bug – Abilities & Gear

Exotic Weapon Proficiency (Bastard sword) **Feat**

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Lightning Reflexes **Feat**

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Power Attack -2/+4 **Feat**

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Axe to Grind **Trait**

There is a fire in your heart that can't be quenched. You gain a +1 trait bonus on damage against foes who are threatened by only you.

Appears In: Ultimate Campaign

Omen (1/day) **Trait**

You are the harbinger of some future event. Whether this event bodes good or ill, you exude an ominous presence. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. Once per day, you may attempt to demoralize an opponent as a swift action.

Appears In: Ultimate Campaign

Darkvision (60 feet) **Racial Ability,Senses (Monstro)**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Immunity to Disease **Unknown**

You are immune to diseases.

Immunity to Fear (Ex) **Unknown**

You are immune to all fear effects.

Paladin Channel Positive Energy 3d6 (2/da) **Class Ability (Paladin)**

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Aura of Courage +4 (10 ft.) (Su) **Class Ability (Paladin)**

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Good (Ex) **Class Ability (Paladin)**

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Detect Evil (At will) (Sp) **Class Ability (Paladin)**

At will, a paladin can use *detect evil*, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not *detect evil* in any other object or individual within range.

Duggley the Dudley Bug – Abilities & Gear

Divine Bond (Weapon +1, 5 mins, 1/day) (S Class Ability (Paladin)

This bond allows a paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, and speed*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15-9). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

Lay on Hands (2d6 hit points, 5/day) (Su) Class Ability (Paladin)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Mercy (Deceived) (Su) Class Ability (Paladin)

The target can immediately attempt a new saving throw to disbelieve any ongoing illusions that it failed to disbelieve within the last minute.

Appears In: Healer's Handbook

Smite Evil (2/day) (Su) Class Ability (Paladin)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

Note: Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

Glamerd (Fangtide scale mail) Armor Power

A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamerd. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Construction

Requirements: Craft Magic Arms and Armor, *disguise self*, **Cost** 1,350 gp

Antitoxin Gear

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Alchemical Power Component

Like antiplague, this substance can augment certain healing spells.

Neutralize Poison (M): Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

Scroll of bless, cure light wounds Scroll Bless

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Duggley the Dudley Bug – Abilities & Gear

Snapleaf

Wondrous Item

This crystalline carving looks like a hand-sized tree leaf. It is usually worn around the neck on a strap so it is within easy reach, but can be affixed to a belt or clothing just like a badge. While falling, the bearer can snap and destroy the snapleaf as an immediate action to gain the benefits of *feather fall* and *invisibility*. The duration of the two effects work independently; ending one early does not affect the other. The item cannot be activated to provide just one of these two effects; they are always activated simultaneously.

Construction

Requirements Craft Wondrous Item, *feather fall*, *invisibility*; **Cost** 375 gp

Appears In: Ultimate Equipment

Sourcebooks Used

- **Advanced Player's Guide** - Burst Bonds (spell); Challenge Evil (spell); Wrath (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Alchemical grease (equipment); Antiplague (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Smelling salts (equipment)
- **Advanced Race Guide** - Darkvision 60 feet (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Vermin repellent (equipment)
- **Bestiary 2** - D'ziriak (language)
- **Faiths of Purity / Inner Sea Gods** - Weapons Against Evil (spell)
- **Healer's Handbook** - Mercy (Decieved) (special ability)
- **Inner Sea Gods** - Fangtide scale mail (armor)
- **Pathfinder Society Field Guide** - Air crystal (equipment)
- **Race Builder** - Custom Race - Monstrous (race)
- **Ultimate Campaign** - Axe to Grind (trait); Omen (trait)
- **Ultimate Equipment** - Meditation tea (equipment); Snapleaf (equipment); Twitch tonic (equipment)

Title - Duggley the Dudley Bug (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/16

XP Reward: 15000 XP; **Net Cash:**

- no notes -