

Medro de Falle

Male human (Garundi) fighter 2/inquisitor 6 - CL8 - CR 7

Lawful Neutral Humanoid (Human); Deity: **The Philosophies of Kalistrade**; Age: **34**; Height: **5' 10"**; Weight: **166lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	16/18	+3/+4	
CHA CHARISMA	8	-1	

Block and tackle : +5 circumstance bonus to lift heavy objects (requires 1 minute to set up), **Crowbar** : +2 circumstance bonus to force open a door or chest with a crowbar

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	+8	+1	+2			Focused Discipline : +2 vs. fear, Courageous : +2 trait bonus vs. fear

REFLEX (DEXTERITY)	+8	+2	+4	+2			Focused Discipline : +2 vs. fear, Courageous : +2 trait bonus vs. fear
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WILL (WISDOM)	+11	+5	+4	+2			Bravery : +1 vs. fear, Focused Discipline : +2 vs. fear, Courageous : +2 trait bonus vs. fear
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Judgment of Sacred Purity +2 (Su)	Judgment of Sacred Resistance 6 (Cold)
Judgment of Sacred Resiliency 2: Magic	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	+5	+2	+1		+2			

Touch AC 11	Flat-Footed AC 19
	BAB Strength Size Misc

CM Bonus +6	+6	+0	-	-
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CM Defense 20	= 10	+6	+0	+4	-
		BAB	Strength	Dexterity	Size

Base Attack	+6	HP	62
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Initiative	+8	Damage / Current HP
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Speed	30 / 20 ft
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Adamantine dagger

Main hand: **+11/+6, 1d4**

Crit: 19-20/x2

Rng: 10'
Light, P/S

Ranged: **+11/+6, 1d4**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (4)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (-1)	1	
Climb	-1	STR (0)	2	
Craft (traps)	+7	INT (1)	3	
Diplomacy	+7	CHA (-1)	5	
Disguise	+4	CHA (-1)	2	
Escape Artist	-2	DEX (4)	-	
Fly	-2	DEX (4)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+10	WIS (4)	3	
Intimidate	+10	CHA (-1)	5	
Knowledge (geography)	+6	INT (1)	2	
Monster Lore : +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (history)	+9	INT (1)	3	
Monster Lore : +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (local)	+7	INT (1)	3	
Monster Lore : +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (nobility)	+8	INT (1)	3	
Monster Lore : +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (religion)	+10	INT (1)	3	
Monster Lore : +4 bonus to identify the abilities and weaknesses of creatures				
Perception	+12	WIS (4)	5	
Ride	+3	DEX (4)	2	
Sense Motive	+16	WIS (4)	6	
Spellcraft	+7	INT (1)	3	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Stealth	+6	DEX (4)	5	
Survival	+11	WIS (4)	4	
Track: +3 to track				
Swim	-2	STR (0)	1	

Feats	
Armor Proficiency (Heavy)	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Exotic Weapon Proficiency (Hand crossbow)	
Focused Discipline	
Lookout	
Martial Weapon Proficiency - All	
Point-Blank Shot	
Precise Shot	
Precise Strike	
Scholar (Knowledge [history], Knowledge [religion])	
Shield Proficiency	
Simple Weapon Proficiency - All	
Tower Shield Proficiency	
Weapon Finesse	
Weapon Focus (Hand crossbow)	

Traits	
Child of the Temple (Knowledge [religion])	
Courageous	

Judgement	
Ranged: +12/+7, 1d4+1	Crit: 19-20/x2
nonlethal plus 1d6 non-lethal	Rng: 30'
	Light, P, Nonlethal

+1 light steel shield	
+2	Max Dex: -, Armor Check: - Spell Fail: 5%, Shield

Mistmail (1/day)	
+5	Max Dex: +4, Armor Check: -1 Spell Fail: 20%, Light

Gear	
Total Weight Carried: 97/115 lbs, Heavy Load (Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)	
+1 light steel shield	6 lbs
Adamantine dagger	1 lb
Alchemist's fire <In: Bag of holding I (22 @ 68 lbs)>	1 lb
Amulet of natural armor +2	-
Artisan's outfit (Free)	-
Backpack, masterwork (2 @ 0 lbs)	4 lbs
Bag of holding I (22 @ 68 lbs)	15 lbs
Bear trap <In: Bag of holding I (22 @ 68 lbs)>	10 lbs
Belt of incredible dexterity +2	1 lb
Belt pouch (2 @ 2 lbs)	0.5 lbs
Blanket <In: Bag of holding I (22 @ 68 lbs)>	1 lb
Blanket, winter <In: Bag of holding I (22 @ 68 lbs)>	3 lbs
Block and tackle <In: Bag of holding I (22 @ 68 lbs)>	5 lbs

Experience & Wealth	
Experience Points:	51000/75000
Current Cash:	150 gp

Gear	
Total Weight Carried: 97/115 lbs, Heavy Load (Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)	
Bullseye lantern <In: Bag of holding I (22 @ 68 lbs)>	3 lbs
Caltrops <In: Belt pouch (2 @ 2 lbs)>	2 lbs
Chain (10 ft.) <In: Bag of holding I (22 @ 68 lbs)>	2 lbs
Cloak of resistance +2	1 lb
Crowbar <In: Bag of holding I (22 @ 68 lbs)>	5 lbs
Defoliant polish	-
Dust of tracelessness	-
Elixir of hiding	-
Fishhook <In: Backpack, masterwork (2 @ 0 lbs)>	-
Fishing net <In: Bag of holding I (22 @ 68 lbs)>	5 lbs
Flint and steel <In: Belt pouch (2 @ 2 lbs)>	-
Grappling hook <In: Bag of holding I (22 @ 68 lbs)>	4 lbs
Hammer <In: Bag of holding I (22 @ 68 lbs)>	2 lbs
Headband of inspired wisdom +2	1 lb
Holy symbol, silver (The Discipline)	1 lb
Holy water x2 <In: Bag of holding I (22 @ 68 lbs)>	1 lb
Ink, black <In: Bag of holding I (22 @ 68 lbs)>	-
Inkpen <In: Bag of holding I (22 @ 68 lbs)>	-
Iron spike <In: Bag of holding I (22 @ 68 lbs)>	1 lb
Judgement	2 lbs
Light shield bash	-
Masterwork tool (Craft [traps]) <In: Bag of holding I (22 @ 68 lbs)>	1 lb
Miner's pick <In: Bag of holding I (22 @ 68 lbs)>	10 lbs
Mistmail (1/day)	25 lbs
Money	3 lbs
Oil x3 <In: Bag of holding I (22 @ 68 lbs)>	1 lb
Rope <In: Bag of holding I (22 @ 68 lbs)>	10 lbs
Signal whistle <In: Backpack, masterwork (2 @ 0 lbs)>	-
Tent, small	20 lbs
Trail rations x10	1 lb
Twine (50')	0.5 lbs
Waterskin	4 lbs

Special Abilities	
Bane (+2 / 2d6, 6 rounds/day) (Su)	
Bravery +1 (Ex)	
Inquisitor Domain (Knowledge)	
Judgment (2/day) (Su)	
Judgment of Sacred Destruction (Su)	
Judgment of Sacred Healing 3 (Su)	
Judgment of Sacred Justice +2 (Su)	
Judgment of Sacred Piercing +3 (Su)	
Judgment of Sacred Protection +2 (Su)	
Judgment of Sacred Smiting (Magic, Law) (Su)	
Merciful	
Monster Lore +4 (Ex)	
Solo Tactics (Ex)	
Teamwork Feat (change 4/day)	
Track +3	

Spell-Like Abilities	
Detect Alignment (At will) (Sp)	
Discern Lies (6 rounds/day) (Sp) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Lore Keeper (At will) (Sp)	

Spell-Like Abilities

Remote Viewing (6 rounds/day) (Sp)

Tracked Resources

Adamantine dagger

Alchemist's fire

Bane (+2 / 2d6, 6 rounds/day) (Su)

Defoliant polish

Dust of tracelessness

Elixir of hiding

Holy water

Judgment (2/day) (Su)

Mistmail (1/day)

Teamwork Feat (change 4/day)

Trail rations

Languages

Common

Osiriani

Elven

Spells & Powers

Inquisitor spells known (CL 6th; concentration +10)

Melee Touch +10/+5 **Ranged Touch** +10/+5

2nd (4/day)—*castigate*^{APG} (DC 16), *cure moderate wounds*, *invisibility*, *undetected alignment* (DC 16)

1st (5/day)—*alarm*, *bleed*, *cure light wounds*, *expeditious retreat*

0th (at will)—*create water*, *detect magic*, *detect poison*, *light*, *read magic*, *stabilize*

[D] Domain spell; **Domain** Knowledge