

Josiah Montefor

Character Name

Inquisitor (P)

Primary

Antipaladin (P)

Secondary

Third Class

LEVEL 8

Human (P)

34

Character Name

Inquisitor (P)

Primary

Antipaladin (P)

Secondary

Third Class

Total

Humanoid (Human)

Age

d8

HD 1

XP 0

Male

Grey

Type

Racial Total Adj.

Type

Level vs XP Mismatch

Gender

Eyes

d10

Medium

8

6' 0"

190 lb.

Brown

Type

Size

ECL Adj.

Height

Weight

Hair

White

Type

Space / Reach

Alignment

Deity

Skin

SPD

Speeds

20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'

Land Speed

Base

Gear

Effects

Burrow

Climb

Fly

Swim



Inquisitor (P)

Favored Class

STR

Strength

16

+3

DEX

Dexterity

12

+1

CON

Constitution

16

+3

INT

Intelligence

13

+1

WIS

Wisdom

20

+5

CHA

Charisma

16

+3

HP

Hit Points

87

AC

Armor Class

25

Touch

Armor Class

11

Flat-Foot

Armor Class

24

INIT

Modifier

+6

1

5

SPELL

Resistance

POWER

Points

CMB

Bonus

+9

6

3

+1\*

CMD

Defense

20

16

3

1

Base

STR

DEX

Size

Effects

Cond.

FORTITUDE

(Constitution)

+15

REFLEX

(Dexterity)

+6

WILL

(Wisdom)

+17

8

3

4

3

ENERGY

Resistances

Acid

Cold

Elec.

Fire

Sonic

Neg.

Pos.

Key Ability

Modifier

Ranks (+3)

Effects

Conditional

Adj.

BASE

Attack

+6

+1

Base

2nd

3rd

4th

Adj.

Base

Leader

Leadership

Damage Reduction

MELEE

Attack Bonus

+9

RANGED

Attack Bonus

+7

6

3

4

Base

Vision & Senses

FULL ATTACK

One-Handed

Tickler - Bastard Sword

+11/+6

1d10+4+1d6 Acid

19-20

x2

-

Slashing

Desc: Used Two-Handed unless special training, Acidic

Size Category

Adj.

Medium

Ammo

FULL ATTACK

One-Handed

Short Sword

+9/+4

1d6+3

19-20

x2

-

Piercing

Desc: Popular off-hand weapon

Size Category

Adj.

Medium

Ammo

FULL ATTACK

Ranged

Heavy Crossbow

+7

1d10

19-20

x2

120'

Piercing

Desc: Use one-handed with -4 penalty. Reloading is a full-round action. Provokes AoO

Size Category

Adj.

Medium

Ammo

Crossbow Bolt

20

1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

FULL ATTACK

One-Handed

Light Mace

+9/+4

1d6+3

20

x2

-

Bludgeoning

Desc: Made of metal and very hard to break

Size Category

Adj.

Medium

Ammo

FULL ATTACK

One-Handed

None

Size Category

Adj.

Ammo

FULL ATTACK

One-Handed

None

Size Category

Adj.

Ammo

SKILL

ACP

-7

TOTAL

Acrobatics-p \*

-6-4

Appraise-p

1

Bluff-p

14

Climb-p \*

-4

Diplomacy-p

11

Disable Device-p \*

-

Disguise-p

3

Escape Artist-p \*

-6

Fly-p \*

-6

Handle Animal-p

-

Heal-p

5

Intimidate-p

17

Linguistics-p

-

Perception-p

14

Ride-p \*

0

Sense Motive-p

19

Sleight of Hand-p \*

-

Spellcraft-p

8

Stealth-p \*

-6

Survival-p

9+3

Swim-p \*

-4

Use Magic Device-p

11

Knowledge: History-p

2+5

Knowledge: Nobility-p

3+5

Knowledge: Dungeon-p










8+5



[illegible]

LANGUAGES		Avail.	Adj.
Common	2		
Old Oeridian, Goblin			

Spell Difficulty Class Adj.

<b>Inquisitor</b> SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.

Spell per day Adjustments & Effects						
Class #1			Class #2		Class #3	
Inquisitor 6th						
Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:
Level 0:						
Level 1:						
Level 2:						
Level 3:						
Level 4:						
Level 5:						
Level 6:						
Level 7:						
Level 8:						
Level 9:						

Spell Known Adjustments & Effects								
Class #1			Class #2			Class #3		
Inquisitor 6th								
Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:								
Level 1:								
Level 2:								
Level 3:								
Level 4:								
Level 5:								
Level 6:								
Level 7:								
Level 8:								
Level 9:								

		Manifester Class Level Adjustments					
	All Aspects :						
	Power Effects :						
	Powers Known :						
	Max. Pwr lvl Known :						
	Power Points :						

**Impact of Chronic Liver Disease Progress as an Antipainful**

Animated Heavy Shield - As a move action, an animated shield can be loosed to defend its wielder on its own. For the following 4 rounds, the shield grants its bonus to the one who loosed it and then drops. While animated, the shield provides its shield bonus and the bonuses from all of the other shield special abilities it possesses, but it cannot take actions on its own, such as those provided by the bashing and blinding abilities. It can, however, use special abilities that do not require an action to function, such as arrow deflection and reflecting. While animated, a shield shares the same space as the activating character and accompanies the character who activated it, even if the character moves by magical means. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency. If the wielder who loosed it has an unoccupied hand, she can grasp it to end its animation as a free action. Once a shield has been retrieved, it cannot be animated again for at least 4 rounds. This special ability cannot be added to a tower shield.

# Josiah Montefor

## NOTES

Human (P), Inquisitor (P) 6th, Antipaladin (P) 2nd

### Medium Humanoid (Human)

**Alignment:** Lawful Evil [Hextor]

**Hit Dice:** 6d8+18, 2d10+6 (87 hp)

**Initiative:** +6

**Speed:** 20' (4 sq) (medium enc.)

**Space/Reach:** 5 ft./5 ft.

**AC:** 25 (+9 Armor, +5 Shield, +1 Dex), Touch 11, Flat-Footed 24

**Saves:** Fort +15, Ref +6, Will +17

**Abilities:** Str 16, Dex 12, Con 16, Int 13, Wis 20, Cha 16

**Base Att/CMB/CMD:** +6 / +9(+1\*) / 20

### Single Attack:

Tickler - Bastard Sword: +11 melee (1d10+4+1d6 Acid/19-20)

Short Sword: +9 melee (1d6+3/19-20)

Heavy Crossbow: +7 ranged (1d10/19-20)

Light Mace: +9 melee (1d6+3/20)

### Full Attack:

Tickler - Bastard Sword: +11/+6 melee (1d10+4+1d6 Acid/19-20)

Short Sword: +9/+4 melee (1d6+3/19-20)

Heavy Crossbow: +7 ranged (1d10/19-20)

Light Mace: +9/+4 melee (1d6+3/20)

### FEATS

Resilient Trait, Indomitable Faith Trait, Exotic Wpn Proficiency: Bastard Sword, Wpn Focus: Bastard Sword, Power Attack, Allied Spellcaster, Toughness, Craft Magic Arms & Armor, Precise Strike.

### SKILLS

Acrobatics -6-4, Appraise +1, Bluff +14, Climb -4, Diplomacy +11, Disguise +3, Escape Art -6, Fly -6, Heal +5, Intimidate +17, Perception +14, Ride +0, Sense Motive +19, Spellcraft +8, Stealth -6, Survival +9+3, Swim -4, Use Magic Dev. +11, Kn:History +2+5, Kn:Nobility +3+5, Kn:Dungeon +8+5.

### INQUISITOR (P) SPELLS

Spells per Day: (∞/6/4; save DC 15+spell level):

Acid Splash, Detect Magic, Light, Sift, Resistance, Brand.

Interrogation, Cause Fear, Shield of Faith, Litany of Sloth, Know the Enemy,

Comprehend Languages, True Strike. Spiritual Weapon, See Invisibility,

Cure Moderate Wounds, Confess, Shatter.

### EQUIPMENT

ARMOR WORN: Full Plate Armor.

SHIELD: Animated Heavy Shield.

Backpack, Traveler's Outfit, Ink, Inkpen, Hammer, 6xIron Spike,

2xPouch, 2xOil, 5xRations, 2xWaterskin, Wooden Holy Symbol,

Basic Equipment List, Spell Component Pouch, Silver Holy Symbol, Short Sword,

Heavy Crossbow, 20xCrossbow Bolt Light Mace, 2xPotion of CLW, 2xPotion of CMW,

Potion of Fly, Tickler - Bastard Sword

### MAGICAL ITEMS WORN

Imp. Gauntlets of Ogre Power

Handy Haversack

### TOTAL CHARACTER VALUE

35,511 gp.

### Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

### Class Features: Inquisitor (P) 6th

Weapon & Armor Proficiency: Inquisitors are proficient with all simple

weapons, plus the hand crossbow, longbow, repeating crossbow, shortbow, and the

favored weapon of his deity. He is also proficient with light armor, medium armor, and shields (except tower shields)

Concentration check: 1d20+11

Orisons (Sp): Cast 0-level spells at will

Spell Restrictions: Cannot cast spells of opposed alignment

Judgment (Su): 2/day < OO >

As a swift action, pronounce judgment vs foes. You must participate in the combat to gain judgment bonuses. Select one type of judgment to make. Change type as a swift action

- Destruction: Gain a +3 sacred bonus on all weapon damage rolls
- Healing: Gain Fast Healing 3 while you are alive and the judgment lasts
- Justice: Gain a +2 sacred bonus on all attack rolls
- Piercing: Gain a +3 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance
- Protection: Gain a +2 sacred bonus to Armor Class
- Purity: Gain a +2 sacred bonus on all saving throws
- Resiliency: Gain DR 2/magic
- Resistance: Gain Energy Resistance 6 vs one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared
- Smiting: Your weapons count as magic for the purposes of bypassing DR. Your weapons also count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing DR. The type selected must match one of your alignments

Stern Gaze (Ex): +3 morale bonus on all Intimidate and Sense Motive checks

Cunning Initiative (Ex): +5 to initiative checks

Detect Alignment (Sp): Use detect chaos/evil/good/law at will

Solo Tactics (Ex): All your allies are treated as if they possessed the same teamwork feats as you do for the purpose of determining whether you receives a bonus from your teamwork feats

Bonus Feats: 2x Bonus Teamwork feat

- 5/day, as a std action, replace the latest teamwork feat by a new one

Bane (Su): 6 rnds/day, as a swift action, imbue one of your weapons with the Bane special ability, granting +2d6 damage

Discern Lies (Sp): 6 rnds/day, as a imm. action, Discern Lies as the spell

### Class Features: Antipaladin (P) 2nd

Weapon & Armor Proficiency: Antipaladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields)

Aura of Evil (Ex): Level 2

Detect Good (Sp): At will

Smite Good (Su): 1/day: +3 Attack, +2 dmg < O >

- +4 dmg vs Good Clerics/Dragons/Outsiders/Paladins, bypasses any DR
- +3 deflection bonus to AC vs target of Smite Good while it is in effect

Unholy Resilience (Su): +3 on all saves

Touch of Corruption (Su): 4/day < OOOO >

- As a touch attack, deal 1d6 damage
- Heals Undead by the same amount

### Destruction Domain (P)

Destructive Smite (Su): 8/day < OOOOOOOO >

Make a Single Melee atk with a +3 bonus on dmg. Declare the Destructive Smite before the atk

### Conditional Bonus - Inquisitor (P) Class

+5 to Knowledge to identify the abilities and weaknesses of creatures [Monster Lore]

SPELL PLANNER #1 for  
Inquisitor (P)

Divine caster

Effective  
Caster Level

6

TOTAL

6

Class Adj.

SCHOOLS

Abjuration, Conjuraton, Divination,  
Enchantment, Evocation, Illusion,  
Necromancy, Transmutation, Universal

Spells per Day:	∞	6	4							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:	6	4	4							
Difficulty Class:	15	16	17							

Spell Used:	0	0	0	0	0	0	0	0	0	0
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LEGEND

Josiah Montefor

\*: See text, crt: Creature, chk: check, conc: Concentration,  
dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit Die,  
HP: Hit Points, hr: Hour, max: Maximum, min: Minute,  
neg: Negate, obj: Object, part: Partial, rad: Radius, rd:  
Round, (S)hapeable, temp: Temporary, vs: Versus, wpn:  
Weapon

The Only Sheet+ v6.1.71 Licensed to Alex Metzger

Show only level:	2	The Only Sheet+ v6.1.71 Licensed to Alex Metzger										
Checks	Lvl	Inquisitor (P) lvl 2 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
	0	Acid Splash	C	VS	1 action	40 ft.	1 orb of Acid	Instant	None	No	Orb thrown as a ranged touch attack that deals 1d3 Acid dmg	CRB239
	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	6 min (D)	None	No	Detects spells and magic items within 60'	CRB267
	0	Light	Ev	VDF	1 action	Touch	1 obj touched	60 min (D)	None	No	Object shines like a torch	CRB304
	0	Sift	D	VS	1 action	ft.	1x 10 ft. cube	Instant	None	No	Examine an area from range as if close up, taking only a -5 to perception	APG244
	0	Resistance	A	VSDF	1 action	Touch	1 crt Touched	1 min	Will neg [DC15]	Yes	Subject gains +1 resistance on saving throws	CRB334
	0	Brand	T	VSDF	1 action	Touch	1 crt Touched	6 day	Fort neg [DC15]	Yes	Places a brand of no more than 6 characters on target inflicting 1 damage	APG207
○○○○○○	1	Interrogation	N	VS	1 rnd	Touch	1 living crt	6 min	Fort neg [DC16]	Yes	Target answers questions or suffers pain	UM225
○○○○○○	1	Cause Fear	N	VS	1 action	40 ft.	1 living crt of max. 5 HD	see text	Will part [DC16]	Yes	One creature flees for 1d4 rnds	CRB252
○○○○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	6 min	Will neg [DC16]	Yes	Aura grants +3 deflection bonus	CRB342
○○○○○○	1	Litany of Sloth	En	VSDF	1 swift action	40 ft.	1 crt	1 rnd	Will neg [DC16]	Yes	The target cannot make AoO or cast spells defensively	UC235
○○○○○○	1	Know the Enemy	D	VSDF	1 min	Personal	You	Instant	None	No	+10 insight bonus to Knowledge check regarding creature type	UM226
○○○○○○	1	Comprehend Languages	D	VSDF	1 action	Personal	You	60 min	None	Yes	Understands all spoken and written languages touched	CRB258
○○○○○○	1	True Strike	D	VF	1 action	Personal	You	see text			Adds +20 to your next attack roll	CRB363
○○○○	2	Spiritual Weapon	Ev	VSDF	1 action	160 ft.	Magic wpn of force	6 rnd (D)	None	Yes	Magical force weapon attacks 2 times: +11 atk, 1d8+2 dmg	CRB348
○○○○	2	See Invisibility	D	VSM	1 action	Personal	You	60 min (D)			Reveals invisible creatures or objects	CRB339
○○○○	2	Cure Moderate Wounds	C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 2d8+6 damage	CRB263
○○○○	2	Confess	En	VSDF	1 action	40 ft.	1 crt	1 rnd	Will part [DC17]	Yes	Target asked a single question, if they lie they take 3d6 dmg and sickened for 2d4 rnds	APG212
		Shatter	Ev	VSDF	1 action	40 ft.	5 ft. rad. spread or 1 obj or crystal crt	Instant	see text	Yes	Sonic vibration damages objects or crystalline creatures. See text	CRB341

