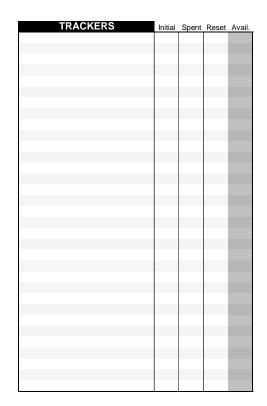
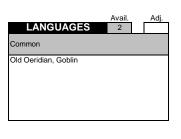
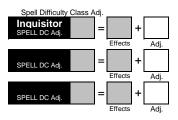


	Plate Arm us: +9 ove only t	Armor Check: -7		5	00 lb. ets & helmet	Platinum Gold Silve Coppe	d: r:	0 p 0 g 0 s	p Caster le	g Class: er Level:		rcane equisitor		ell Failu	ire: 50%	6 Adj.:	
SHIELD Animated Max Dex: Bonus: Desc: Shield hand can only u Notes: Animated - See Notes	+5 ise shield	Armor Check: -1	Check Spell Fail: 15%		5 lb.	GEM		0 0	Spell kn	own adj:	Spells / day ∞	Save DC 15	Spells Known 6		Save Spe DC Know		Save Spell DC Know
MAGICAL ITEMS WO				Lis	t- Won	idrous Items		LO	CATIONS	1 2	6	16 17	4				
Head: Eyes: Neck: Chest: Hands: Imp. Gauntlets Feet: Right Finger: Left Finger:		Power	Waist: Shoulders: Arm/Wrist: Headband: Body:		aversack	arous remo		PB HH	0.5 lb. 108.1 lb. Weight	3 4 5 6 7 8 9	The	Only St		/6.1.71 Li	icensed to	Alex Met	zger
GEAR	Los.	- - - -	Loc.	QTY	List:	Gear -	All		Bonus Feat:	al Traits: One extra			#1				
Backpack Traveler's Outfit Ink Inkpen Hammer Iron Spike Pouch Oil Rations Waterskin Wooden Holy Symbol Basic Equipment List Spell Component Pouch Silver Holy Symbol	HH 1 1 1 HH 1 1 HH 2 1 HH 2 1 HH 2 1 HH 1 1 1 1	Short Sword Heavy Crossbow Crossbow Bolt Light Mace		1 2	Potion of CLW Potion of CMW Potion of Fly 2	V	PB 2	1 6	Skilled: Gain Clas Weapons, p. favored we armor, and Concentrati Orisons (Sp Spell Restric Judgment (S As a swift a combat to g type as a s Destructic Healing: Justice: G Piercing: Checks m Protectior Purity: Ga Resiliency Resistance electricity, Smitting: Y weapons:	1 extra si s Feature rmor Pro lus the ha apon of hi shields (e n check: : Cast 0-le tions: Cas iii): 2/day ction, pro ain judgm vift action n: Gain a ain Fast 1 ain a +2 s ain a +2 s c Gain a + in a +2 s c Gain E fire, or s c our weap also count	kill point like in the point l	uisitor (i) yy: Inquissssbow, I He is a own with the is own with t	h level (P) 6th isitors a congbounce of the cong	are proficient, repeating ficient with poposed alliferent with poposed all weapon realiferent alliferent with poposed allifere	ng crossbih light arm gnment must partio of judgmen n damage nd the judg n checks a ce s s crgy type (a t is declara- coses of bic, c, evil, goo	evi, shortlor, mediu	he . Change .s level DR. You ul) for
105.1 lb. Med Total Weight Load 0		1 -3 Max Dex Chk Pen.	ENC	IIMBI	RANCE		35,51 Total Val		the purpos alignment		ssing [DR. The	type s	elected m	ust match	one of yo	our
	Feats an	d Traits	76.7	15	3.3 230.0 dium Heavy	460.0 1 Lift	,150.0 Drag	Adj	Stern Gaze (Cunning Init						nd Sense M	fotive ch	ecks
Resilient Trait Indomitable Faith Trait Exotic Wpn Proficiency: Basta Wpn Focus: Bastard Sword Power Attack Allied Spellcaster Toughness Craft Magic Arms & Armor Precise Strike		2 +	s with Bastard Sw bills with: Bastard III melee damage I djacent ally has th	Sword out take s feat (-	a -2 penalty to a +4 if has the sam	e spell)		√ √ √ √ i i √ × ×	Weapon & A martial wea shields (exx Aura of Evil Detect Gooc Smite Good	(Ex): All ; work feats oon us fror conus c	your all as your and so the source as a source as	ies are to do for a d	treated the pur the purchase of the pur the purchase of the pu	l as if they pose of discerning the propose of discerning the discerning the propose of discerning the	possesse eletermining feat by a rif your weal ern Lies are cient with dium, and ins, bypass while it is	whether wew one cons with the spel all simple ght), and ses any E n effect	and with
									Handy Have	RACTER	STAT	us —			ing		







		Spell	per o	day A	djust	ment	s & Effects					
	(Class #1	1	(Class #2	2	Class #3					
	Ind	quisitor (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:												

		Spell	Kno	wn Adjustments & Effects							
		Class #	1		Class #	2	Class #3				
	Ind	quisitor (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 Ivl Known:									
Power Points :									

NOTES for Josiah Montefor	The Only Sheet+ v6.1.71 Licensed to Alex Metzger
Animated Heavy Shield - As a move action, an animated shield can be loosed to defend its wielder o	
bonus to the one who loosed it and then drops. While animated, the shield provides its shield bonus	
possesses, but it cannot take actions on its own, such as those provided by the bashing and blinding	
require an action to function, such as arrow deflection and reflecting. While animated, a shield shares	
accompanies the character who activated it, even if the character moves by magical means. A chara	
associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficie	
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

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. You 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 < 00000000 >

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

Show only level: 2

Inquisitor (P) Divine caster

Effective Caster Level

Class Adj.

6

TOTAL Abjuration, Conjuration, 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

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

Checks	Lvl	Inquisitor (P) Ivl 2 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
	0	Acid Splash	С	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	Α	VSDF	1 action	Touch	1 crt Touched	1 min	Will neg [DC15]	Yes	Subject gains +1 resistance on saving throws	CRB334
	0	Brand	Т	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
000000	1	Interrogation	Ν	VS	1 rnd	Touch	1 living crt	6 min	Fort neg [DC16]	Yes	Target answers questions or suffers pain	UM225
000000	1	Cause Fear	Ν	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
000000	1	Shield of Faith	Α	VSM	1 action	Touch	1 crt Touched	6 min	Will neg [DC16]	Yes	Aura grants +3 deflection bonus	CRB342
000000	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
000000	1	Know the Enemy	D	VSDF	1 min	Personal	You	Instant	None	No	+10 insight bonus to Knowledge check regarding creature type	UM226
000000	1	Comprehend Languages	D	VSDF	1 action	Personal	You	60 min	None	Yes	Understands all spoken and written languages touched	CRB258
000000	1	True Strike	D	VF	1 action	Personal	You	see text			Adds +20 to your next attack roll	CRB363
0000	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
0000	2	See Invisibility	D	VSM	1 action	Personal	You	60 min (D)			Reveals invisible creatures or objects	CRB339
0000	2	Cure Moderate Wounds	С	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 2d8+6 damage	CRB263
0000	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	S 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

