

Character Name

Inquisitor (P)

Primary

Antipaladin (P)

Secondary

Third 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

FORTITUDE

(Constitution)

+16

REFLEX

(Dexterity)

+6

WILL

(Wisdom)

+18

BASE

Attack

+8

MELEE

Attack Bonus

+11

RANGED

Attack Bonus

+9

LEVEL

10

Total

d8

Type

d10

Type

Type

Level

8

Level

2

Level

Level

Humanoid (Human)

Age

41

HD

1

XP

0

Male

Grey

Racial

Total

Adj.

Type

Level vs XP Mismatch

Gender

190

lb.

Eyes

Brown

Size

5 ft./5 ft.

ECL

Adj.

Height

6' 0"

Weight

Hair

White

Lawful Evil

Hextor

White

SPD

Speeds

20'

=

30'

+

-10'

+

0'

/

0'

/

0'

/

0'

/

0'

/

0'

Land Speed

Base

Gear

Effects

Burrow

Climb

Fly

Swim

HP

Hit Points

111

AC

Armor Class

28

Touch

Armor Class

11

CMB

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ARMOR

Dwarven Plate of Determination

Adj.

Check Adj.:

Heavy

Max Dex: 1

Bonus: +12

Armor Check: -5

Spell Fail: 35%

50 lb.

Desc: Made of adamantine, giving its wearer damage reduction of 3/-

Notes: 1 / day, when wearer reaches 0 or fewer HP's, it automatically provides a breath of life spell.

SHIELD

Animated Heavy Shield

Adj.

Check Adj.:

Max Dex:

Bonus: +5

Armor Check: -1

Spell Fail: 15%

15 lb.

Desc: Shield hand can only use shield

Notes: Animated - See Notes Page

MAGICAL ITEMS WORN

List: Wondrous Items

Head:

Eyes:

Neck:

Chest:

Hands: Imp. Gauntlets of Ogre Power

Feet:

Right Finger:

Left Finger:

Waist:

Shoulders:

Arm/Wrist:

Headband:

Body:

Handy Haversack

GEAR

Log

Qty

Lb

Loc

Qty

Lb

List:

Gear - All

Backpack

HH

1

5

Short Sword

1

2

Potion of CLW

PB

2

Traveler's Outfit

HH

1

8

Potion of CMW

PB

2

Ink

HH

1

20

Potion of Fly

PB

1

Inkpen

HH

1

Hammer

HH

1

Iron Spike

HH

6

Pouch

2

1

Oil

HH

2

Rations

HH

5

Waterskin

HH

2

Wooden Holy Symbol

1

Basic Equipment List

HH

1

Spell Component Pouch

1

2

Silver Holy Symbol

1

1

105.1 lb.

Medium

1

-3

70,161 gp

Total Weight

Load Class

Max Dex

Chk Pen.

Total Value

ENCUMBRANCE

76.7

153.3

230.0

460.0

1,150.0

Light

Medium

Heavy

Lift

Drag

Adj

FEATS

8

=

6

+

2

+

Resilient Trait

+1 trait bonus on Fortitude saves

✓

Indomitable Faith Trait

+1 trait bonus on Will saves

✓

Exotic Wpn Proficiency: Bastard Sword

No penalty on attacks with Bastard Sword exotic weapon

Wpn Focus: Bastard Sword

+1 bonus on attack rolls with: Bastard Sword

✓

Power Attack

Gain a +6 bonus to all melee damage but take a -3 penalty to all melee attacks

i

Allied Spellcaster

+2 to bypass SR if adjacent ally has this feat (+4 if has the same spell)

Toughness

+10 hit points

✓

Craft Magic Arms & Armor

Create magic weapons, armor, and shields

Precise Strike

When flanking with ally with this feat, +1d6 precision dmg for melee attacks

X

Vital Strike

Make one attack that deals 2 times the damage dice

i

COINS

Platinum:

0 pp

Gold:

0 gp

Silver:

0 sp

Copper:

0 cp

GEMS

LOCATIONS

PB

0.5 lb.

HH

108.1 lb.

Tag

Weight

SPELLS

Arcane Spell Failure: 50%

Adj.:

Casting Class:

Inquisitor

Caster Level:

8

Caster level adj:

Spell / day adj:

Spell known adj:

Spell

Spells

Save

Spells

Spells

Save

Spells

Spells

Save

Spells

Level

/ day

DC

Known

/ day

DC

Known

/ day

DC

Known

0

∞

15

6

1

6

16

5

2

5

17

4

3

3

18

3

4

5

6

7

8

9

INFO

The Only Sheet+ v6.1.71

Licensed to Alex Metzger

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Damage Reduction

3 / —

Class Features: Inquisitor (P) 8th

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+13

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

Spell Restrictions: Cannot cast spells of opposed alignment

Judgment (Su): 3/day < OOO >

As a swift action, pronounce judgment vs foes. You must participate in the combat to gain judgment bonuses. Select two types 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): +4 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): 8 rnds/day, as a swift action, imbue one of your weapons with the Bane special ability, granting +2d6 damage

Discern Lies (Sp): 8 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 +4 bonus on dmg. Declare the Destructive Smite before the atk

Aura of Destruction (Su): 8 mds/day < OOOOOOOO >

Emit a 30' aura of destruction. All atks made vs targets inside this aura (incl. you) gain a +4 bonus to dmg and all critical threats are automatically confirmed. These rnds do not need to be consecutive

Conditional Bonuses - Armor

Once per day, when the owner reaches 0 or fewer hit points, the item automatically provides a breath of life spell.

Conditional Bonus - Inquisitor (P) Class

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

+4 to Survival made to follow or identify tracks [Track]

Conditional Bonus - Weapons

+1 to CMB when using your Tickler - Bastard Sword

Conditional Skill

-4 on Acrobatics checks made to jump [Base Speed]

Feat Prerequisite Details

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) 8th, Antipaladin (P) 2nd

Medium Humanoid (Human)

Alignment: Lawful Evil [Hextor]

Hit Dice: 8d8+24, 2d10+6 (111 hp)

Initiative: +6

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

Space/Reach: 5 ft./5 ft.

AC: 28 (+12 Armor, +5 Shield, +1 Dex), Touch 11, Flat-Footed 27

Saves: Fort +16, Ref +6, Will +18

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

Base Att/CMB/CMD: +8 / +11(+1*) / 22

Single Attack:

Tickler - Bastard Sword: +13 melee (1d10+4+1d6 Acid/19-20)

Short Sword: +11 melee (1d6+3/19-20)

Heavy Crossbow: +9 ranged (1d10/19-20)

Light Mace: +11 melee (1d6+3/20)

Full Attack:

Tickler - Bastard Sword: +13/+8 melee (1d10+4+1d6 Acid/19-20)

Short Sword: +11/+6 melee (1d6+3/19-20)

Heavy Crossbow: +9 ranged (1d10/19-20)

Light Mace: +11/+6 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, Vital Strike.

————| SKILLS |————

Acrobatics -4-4, Appraise +1, Bluff +16, Climb -2, Diplomacy +12, Disguise +3, Escape Art -4, Fly -4, Heal +9, Intimidate +20, Perception +16, Ride +2, Sense Motive +22, Spellcraft +9, Stealth -4, Survival +10+4, Swim -2, Use Magic Dev. +12, Kn:History +2+5, Kn:Nobility +3+5, Kn:Dungeon +12+5, Pro:Soldier +9.

————| INQUISITOR (P) SPELLS |————

Spells per Day: (∞/6/5/3; 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. Dispel Magic, Heroism, Witness, Rage.

————| EQUIPMENT |————

ARMOR WORN: Dwarven Plate of Determination.

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 |————

70,161 gp.

————| Racial Traits: Human (P) |————

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

————| Damage Reduction |————

3 / —

————| Class Features: Inquisitor (P) 8th |————

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+13

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

Spell Restrictions: Cannot cast spells of opposed alignment

Judgment (Su): 3/day < OOO >

As a swift action, pronounce judgment vs foes. You must participate in the combat to gain judgment bonuses. Select two types of judgment to make.

Change

type as a swift action

- Destruction: Gain a +3 sacred bonus on all weapon damage rolls
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- Justice: Gain a +2 sacred bonus on all attack rolls
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- 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
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Stern Gaze (Ex): +4 morale bonus on all Intimidate and Sense Motive checks

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Bonus Feats: 2x Bonus Teamwork feat

- 5/day, as a std action, replace the latest teamwork feat by a new one
- Bane (Su): 8 rnds/day, as a swift action, imbue one of your weapons with the Bane special ability, granting +2d6 damage

Discern Lies (Sp): 8 rnds/day, as a imm. action, Discern Lies as the spell

————| Class Features: Antipaladin (P) 2nd |————

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martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields)

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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 +4 bonus on dmg. Declare the Destructive Smite before the atk

