

Makoa

Player: mleibrock

Male Half-Orc (Mystic) Inquisitor 3 - CR 2

True Neutral Humanoid (Human, Orc); Deity: **Sarenrae**;
Age: **25**; Height: **6' 3"**; Weight: **250lb.**; Eyes: **Brown**; Hair:
Black; Skin: **Dark**

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	9	-1	
WIS WISDOM	15	+2	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+1	+1		
Endurance : +4 vs. hot or cold environments and to resist damage from suffocation							
REFLEX (DEXTERITY)	+3	=	+1	+1	+1		
WILL (WISDOM)	+6	=	+3	+2	+1		
Judgement of Sacred Purity +1 (Su)				Judgement of Sacred Resistance 4 (Fire)			
Judgement of Sacred Resiliency 1: Magic							

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+4	+1	+1				
Touch AC	11								
Flat-Footed AC	15								
				BAB	Strength	Size		Misc	
CM Bonus	+6	=	+2	+4					
				BAB	Strength	Dexterity	Size		
CM Defense	17	=	10	+2	+4	+1			
Base Attack			+2						
HP						25			
									Damage / Current HP
Initiative			+3						
Speed			30 / 20 ft						
+1 Longsword									

Mainhand: **+7, 1d8+5**

Crit: 19-20/x2

Both Hands: **+7, 1d8+7**

1-Hand, S

Main w/ Offhand: **+1, 1d8+5**

Main w/ Light Off.: **+3, 1d8+5**

Offhand: **-3, 1d8+3**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (1)	-	
Speed less than 30' : -4 jump				
Appraise	-1	INT (-1)	-	
Bluff	+4	CHA (0)	1	
Climb	+0	STR (4)	-	
Diplomacy	+4	CHA (0)	1	
Disable Device	+0	DEX (1)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	-3	DEX (1)	-	
Fly	-3	DEX (1)	-	
Handle Animal	-	CHA (0)	-	
Heal	+2	WIS (2)	-	
Intimidate	+6	CHA (0)	2	
Knowledge (local)	+0	INT (-1)	1	
Monster Lore : +2 bonus to identify the abilities and weaknesses of creatures				
Knowledge (religion)	+3	INT (-1)	1	
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Linguistics	-	INT (-1)	-	
Perception	+8	WIS (2)	3	
Ride	-3	DEX (1)	-	
Sense Motive	+8	WIS (2)	2	
Sleight of Hand	-	DEX (1)	-	
Spellcraft	-	INT (-1)	-	
Stealth	+1	DEX (1)	1	
Survival	+7	WIS (2)	2	
Track : +1 to track				
Swim	+4	STR (4)	1	
Endurance : +4 to resist nonlethal damage from exhaustion				
Use Magic Device	-	CHA (0)	-	

Feats, Traits & Flaws

Anatomist

+1 to confirm critical hits.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Brutal Grappler

When you and an ally with this feat have grappled the same creature, you may attempt to damage the opponent on your turn (whether you were the one who first initiated the grapple or were assisting your ally in doing so).

Bullying Blow

Make melee attack at -2. If attack damages opponent, you may demoralize them as free action.

Endurance (Shaman's Apprentice)

+4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Killer

Add weapon's critical modifier to its critical bonus damage.

Martial Weapon Proficiency (Longsword)

You make attack rolls with the selected weapon normally.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Dagger

Mainhand: **+6, 1d4+4**

Crit: 19-20/x2

Main w/ Offhand: **+0, 1d4+4**

Rng: 10'

Main w/ Light Off.: **+2, 1d4+4**

Light, P/S

Offhand: **-2, 1d4+2**

Ranged: **+3, 1d4+4**

Ranged w/ Offhand: **-3, 1d4+4**

Ranged w/ Light Off.: **-1, 1d4+4**

Ranged Offhand: **-5, 1d4+2**

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Ranged Offhand: **-5, 1d4+2**

Experience & Wealth

Experience Points: **3300/6000**

Current Cash: **384 GP, 5 SP**

Dagger

Mainhand: **+6, 1d4+4**

Crit: 19-20/x2

Main w/ Offhand: **+0, 1d4+4**

Rng: 10'

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Ranged: **+3, 1d4+4**

Ranged w/ Offhand: **-3, 1d4+4**

Ranged w/ Light Off.: **-1, 1d4+4**

Ranged Offhand: **-5, 1d4+2**

Buckler

+1

Max Dex: -, Armor Check: -1
Spell Fail: 5%, Shield

Hide armor

+4

Max Dex: +4, Armor Check: -3
Spell Fail: 20%, Medium, Slows

Gear

Total Weight Carried: 81/350lbs, Light Load (Light: 116lbs, Medium: 233lbs, Heavy: 350lbs)

Buckler Bash	-
+1 Longsword	4 lbs
Backpack, masterwork (3 @ 36 lbs)	4 lbs
Bandolier (4 @ 5 lbs)	-
Buckler	5 lbs
Cooking kit <In: Backpack, masterwork (3 @ 36	2 lbs
Dagger <In: Bandolier (4 @ 5 lbs)>	1 lb
Dagger <In: Wrist sheath, spring loaded (1 @ 1	1 lb
Dagger <In: Bandolier (4 @ 5 lbs)>	1 lb
Dagger <In: Bandolier (4 @ 5 lbs)>	1 lb
Hide armor	25 lbs
Inquisitor's kit <In: Backpack, masterwork (3 @ 36	34 lbs
Skeleton key <In: Backpack, masterwork (3 @ 36 lbs)>	-
Thieves' tools, masterwork <In: Bandolier (4 @ 5	2 lbs
Traveller's outfit (Free)	-
Wrist sheath, spring loaded (1 @ 1 lbs)	1 lb

Special Abilities

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Fire Bolt (1d6+1) (5/day) (Sp)

As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6

Inquisitor Domain (Fire)

Granted Powers: You can call forth fire, command creatures of the inferno, and your flesh does not burn.

Judgement (1/day) (Su)

Starting at 1st level, an inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment made.

Special Abilities

Judgement of Sacred Destruction +2 (Su)

The inquisitor is filled with divine wrath, gaining a +1 sacred/profane bonus on all weapon damage rolls. This bonus increases by +1 for every three inquisitor levels she possesses.

Judgement of Sacred Healing 2 (Su)

The inquisitor is surrounded by a healing light, gaining fast healing 1. This causes the inquisitor to heal 1 point of damage each round as long as the inquisitor is alive and the judgment lasts. The amount of healing increases by 1

Judgement of Sacred Justice +1 (Su)

This judgment spurs the inquisitor to seek justice, granting a +1 sacred/profane bonus on all attack rolls. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled on all attack rolls

Judgement of Sacred Piercing +2 (Su)

This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +1 sacred/profane bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus

Judgement of Sacred Protection +1 (Su)

The inquisitor is surrounded by a protective aura, granting a +1 sacred/profane bonus to Armor Class. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled against attack rolls

Judgement of Sacred Smiting (Magic) (Su)

This judgment bathes the inquisitor's weapons in a divine light. The inquisitor's weapons count as magic for the purposes of bypassing damage reduction. At 6th level, the inquisitor's weapons also count as one alignment type (chaotic,

Monster Lore +2 (Ex)

The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Solo Tactics (Ex)

At 3rd level, all of the inquisitor's allies are treated as if they possess the same teamwork feats as the inquisitor for the purpose of determining if the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any

Teamwork Feat (change 2/day)

At 3rd level, and every three levels thereafter, the inquisitor gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The inquisitor must meet the

Track +1

A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Spell-Like Abilities

Detect Alignment (At will) (Sp)

Tracked Resources

Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Fire Bolt (1d6+1) (5/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Judgement (1/day) (Su)	<input type="checkbox"/>
Teamwork Feat (change 2/day)	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Orc

Spells & Powers

Inquisitor Spell DC: 12 + spell level

CL: 3 (vs. SR: +3, Concentration: +5)

Melee Touch +6 Ranged Touch +3

Maximum Inquisitor spells known / per day: **6/*x0; 4/4x1**

Inquisitor 0: Resistance, Virtue, Create Water, Detect

Magic, Guidance, Light

Inquisitor 1: Cause Fear (DC 13), Inflict Light Wounds (DC 13), Cure Light Wounds, Ear-Piercing Scream (DC 13)

Background

Makoa is an average sized half-orc which is still an intimidating sized humanoid creature. He stands 6'3 and weighs in at 250 lbs. His black hair and brown eyes match his dark complexion. His confidence can be felt/smelled, oozing from every pore of his body and he prefers to go shirtless under his hide armor. A prostitute once told him it was an attractively manly look and he preferred to believe she was not just flattering him because he was paying her. He wears a buckler on his left arm and usually wields a longsword in his right, thought he also loves the feel of a dagger in his hand because it lets him get close to his prey. He wears a bandolier across his chest in which he stores his dagger for easy access and again, he thinks it's a cool look.

Makoa never knew his orc father and his human mother was not the best mother, to say the least. She supported Makoa and his 2 sisters by selling herself. Some of Makoa's first memories are of numerous men coming into their home for one or two evenings. There was one particular human that Makoa does remember well, his name was Radoon. This young sailor was very respectful of Makoa's mother and always acknowledged he and his sisters, often bringing them little gifts from the lands he had traveled. Radoon once offered to take Makoa sailing and Makoa was delighted. They woke early to set sail only to return a few hours later because Makoa was very sea-sick. He was very embarrassed but Radoon never made him feel less because of it.

His primary weapon is a longsword that he lifted off some fighter-type when he was a young child and part of a similar gang of boys-half-breeds, orphans, outcasts and cripples. They were led by an old orc shaman who marked then with tattoos he said would keep them safe. They engaged in petty crimes and eked out a meager living. After a few years the authorities finally rounded up the gang and pressed the able bodied of them into service at sea. But Makoa, 10 years old at the time, was assigned to watch the far end of the alley this particular day and was able to flee when the authorities caught up with them. He fled to the temple of Sarenrae and offered up his service. The priest was familiar with the boy and the gang he was a part of so he began nurturing the boy's darker talents in service of the church.

Makoa is now 25 and has an intimate knowledge of what causes pain and pleasure, fear and happiness. He has serves Sarenrae quite well and has no problem achieving his goal by any means necessary.