

Halal Armyeka

Player: Mowgli

Male Tengu Emissary 5 - CR 4

True Neutral Humanoid (Tengu); Deity: **Pharasma**; Age: **20**; Height: **5'**; Weight: **125lb.**; Eyes: **Black**; Hair: **Black (Feathers)**; Skin: **Gray**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	15	+2	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+4	+1			
REFLEX (DEXTERITY)	+7	=	+4	+3			
WILL (WISDOM)	+6	=	+4	+2			

Judgement of Sacred Purity +2 (Su)	Judgement of Sacred Resistance 4: Cold
Judgement of Sacred Resiliency 2: Magic	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=	+7		+3				

Touch AC 13	Flat-Footed AC 17
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CM Bonus	BAB	Strength	Size	Misc
+4	=	+3	+1	-

CM Defense	BAB	Strength	Dexterity	Size
17	=	10	+3	+1

Total	Damage / Current HP
HP 41	

Hero Points <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Initiative +5
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Base Attack +3	Speed 30 ft
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+1 Sawtooth Sabre

Mainhand: **+7, 1d8+2** Crit: 19-20/x2
 Main w/ Offhand: **+3, 1d8+2** Light, S
 Main w/ Light Off.: **+5, 1d8+2**
 Offhand: **+5, 1d8+1**

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 Offhand: **+5, 1d8+1**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (3)	5	
Appraise	+2	INT (2)	-	
Bluff	+5	CHA (0)	2	
Climb	+1	STR (1)	-	
Diplomacy	+5	CHA (0)	2	
Disable Device	+12	DEX (3)	5	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Handle Animal	-	CHA (0)	-	
Heal	+2	WIS (2)	-	
Intimidate	+7	CHA (0)	2	
Knowledge: Arcana	+7	INT (2)	2	
Knowledge: Dungeoneering	+7	INT (2)	2	
Knowledge: Local	+7	INT (2)	2	
Knowledge: Nature	+7	INT (2)	2	
Knowledge: Religion	+7	INT (2)	2	
Knowledge: The Planes	+7	INT (2)	2	
Linguistics	+13	INT (2)	4	
Perception	+12	WIS (2)	5	
Ride	+2	DEX (3)	-	
Sense Motive	+10	WIS (2)	3	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (2)	-	
Stealth	+12	DEX (3)	5	
Survival	+10	WIS (2)	5	
Swim	+0	STR (1)	-	

Gear

Total Weight Carried: 29.5/130lbs, Light Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

+1 Mithral Agile Breastplate	12.5lbs
+1 Sawtooth Sabre	2lbs
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Cestus	1lb
Dagger x2	1lb
Explorer's Outfit (Free)	-
Handy Haversack (5 @ 8.5 lbs)	5lbs
Masterwork Longbow, Composite (Str +1)	3lbs
Potion of Cure Light Wounds x4	-
Rations, trail (per day) x2 <In: Handy Haversack (5 @ 1lb	
Rope, silk (50 ft.) <In: Handy Haversack (5 @ 8.5 lbs)>	5lbs
Soap, Bar (50 uses) <In: Handy Haversack (5 @ 8.5	0.5lbs
Thieves' tools <In: Handy Haversack (5 @ 8.5 lbs)>	1lb
Wrist sheath, spring loaded x2	1lb

Bite (Tengu)

Mainhand: +1, 1d3	Crit: 20/x2
Main w/ Offhand: -3, 1d3	Light, B/P/S
Main w/ Light Off.: -1, 1d3	
Offhand: -1, 1d3	

Cestus

Mainhand: +6, 1d4+1	Crit: 19-20/x2
Main w/ Offhand: +2, 1d4+1	Light, B/P, Monk
Main w/ Light Off.: +4, 1d4+1	
Offhand: +4, 1d4	

Dagger

Mainhand: +6, 1d4+1	Crit: 19-20/x2
Main w/ Offhand: +2, 1d4+1	Rng: 10'
Main w/ Light Off.: +4, 1d4+1	Light, P/S
Offhand: +4, 1d4	
Ranged: +6, 1d4+1	
Ranged w/ Offhand: +2, 1d4+1	
Ranged w/ Light Off.: +4, 1d4+1	
Ranged Offhand: +4, 1d4	

Masterwork Longbow, Composite (Str +1)

Ranged, Both Hands: +7, 1d8+1	Crit: 20/x3
	Rng: 110'
	2-Hand, P

+1 Mithral Agile Breastplate

+7

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Skills

Skill Name	Total	Ability	Ranks	Temp
Use Magic Device	+8	CHA (0)	5	

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **3 GP, 9 SP, 9 CP**

Feats, Traits & Flaws

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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble 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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Combat Expertise +/-1

Bonus to AC in exchange for an equal penalty to attack.

Gang Up

You are considered to be flanking your target if another ally is also adjacent to that target

Precise Strike

+1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

Quick Draw

Draw a weapon as a free action. Throw at full rate of attacks.

Sacred Touch

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Two-weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Weapon Finesse

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to

Special Abilities

Bane (+2 / 2d6) (5 rounds/day) (5 rounds/day) (Su)

At 5th level, an inquisitor can imbue one of her weapons with the bane weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is

Emissary Domain: Death, Pharasma

Granted Powers: You can cause the living to bleed at a touch.

Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Hero Points (1)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

Judgement (2/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.

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

Judgement of Sacred Justice +2 (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

Special Abilities

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 +2 (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,

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

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.

Sneak Attack +3d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

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 +2

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

Trap Sense +1 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

Trapfinding +2

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Uncanny Dodge (Ex)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if

Languages

Elven

Varisian

Spells & Powers

Emissary Spell DC: 12 + spell level

Melee Touch +4 Ranged Touch +6

Maximum Emissary spells known / per day: **6/*x0; 4/5x1; 3/3x2**

Emissary 0: Resistance, Disrupt Undead, Acid Splash, Light, Guidance, Sift

Emissary 1: Divine Favor, Shield of Faith, Hide from Undead, Cure Light Wounds (DC 13)

Emissary 2: Restoration, Lesser, Consecrate, Cure Moderate Wounds (DC 14)

Spell-Like Abilities

Bleeding Touch 2 rounds (5/day) (Sp) ☐☐☐☐☐

Detect Alignment (At will) (Sp)

Discern Lies (5 rounds/day) (Sp) ☐☐☐☐☐

Tracked Resources

Bane (+2 / 2d6) (5 rounds/day) (5 rounds/day) (Su) ☐☐☐☐☐

Dagger ☐☐

Judgement (2/day) (Su) ☐☐

Potion of Cure Light Wounds ☐☐☐☐

Teamwork Feat (change 2/day) ☐☐

Languages

Abyssal	Infernal
Celestial	Kelish
Common	Shoanti
Draconic	Skald
Dwarven	Tengu