

## Karvin

Player: Lou

Male Human Inquisitor 9 - CR 8

Lawful Good Humanoid (Human); Deity: **The Light**; Age: **25**;  
Height: **5' 11"**; Weight: **190lb.**; Eyes: **brown**; Hair: **brown**;  
Skin: **medium**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>12</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>16/18</b>	<b>+3/+4</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>18</b>	<b>+4</b>	
<b>CHA</b> CHARISMA	<b>8</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+9</b>	=	<b>+6</b>	<b>+1</b>	<b>+2</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+9</b>	=	<b>+3</b>	<b>+4</b>	<b>+2</b>		
<b>WILL</b> (WISDOM)	<b>+12</b>	=	<b>+6</b>	<b>+4</b>	<b>+2</b>		

<b>Damage Reduction (2/magic)</b>	Judgement of Sacred Resiliency 2: Magic (Su)
Judgement of Sacred Purity +2 (Su)	Judgement of Sacred Resistance 8: Electricity (Su)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>23</b>	=	<b>+7</b>	<b>+2</b>	<b>+1</b>		<b>+1</b>		<b>+2</b>

<b>Touch AC</b> <b>13</b>	<b>Flat-Footed AC</b> <b>22</b>
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CM Bonus	BAB	Strength	Size	Misc
<b>+7</b>	=	<b>+6</b>	<b>+1</b>	<b>-</b>

CM Defense	BAB	Strength	Dexterity	Size
<b>20</b>	=	<b>10</b>	<b>+6</b>	<b>+1</b>

HP	Total	Damage / Current HP
<b>80</b>		

<b>Base Attack</b> <b>+6</b>	<b>Initiative</b> <b>+10</b>
	<b>Speed</b> <b>30 / 0 ft</b>

### +1 Paeliel Longbow, Composite (Str +1)

Ranged, Both Hands: **+11/+6, 1d8+2** Crit: 20/x3  
Rng: 110'  
2-Hand, P

### Masterwork Cold Iron Morningstar

Mainhand: **+8/+3, 1d8+1** Crit: 20/x2  
Both Hands: **+8/+3, 1d8+1** 1-Hand, B/P

### Unarmed Strike

Mainhand: **+7/+2, 1d3+1** Crit: 20/x2  
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-2</b>	DEX (4)	-	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+3</b>	CHA (-1)	1	
<b>Climb</b>	<b>+0</b>	STR (1)	2	
<b>Diplomacy</b>	<b>+3</b>	CHA (-1)	1	
<b>Disable Device</b>	<b>-3</b>	DEX (4)	1	
<b>Disguise</b>	<b>+3</b>	CHA (-1)	1	
<b>Escape Artist</b>	<b>+1</b>	DEX (4)	3	
<b>Fly</b>	<b>+1</b>	DEX (4)	3	
<b>Handle Animal</b>	<b>+0</b>	CHA (-1)	1	
<b>Heal</b>	<b>+9</b>	WIS (4)	2	
<b>Intimidate</b>	<b>+7</b>	CHA (-1)	1	
<b>Knowledge (Arcana)</b>	<b>+10</b>	INT (1)	6	
<b>Knowledge (Dungeoneering)</b>	<b>+9</b>	INT (1)	5	
<b>Knowledge (Nature)</b>	<b>+9</b>	INT (1)	5	
<b>Knowledge (Planes)</b>	<b>+9</b>	INT (1)	5	
<b>Knowledge (Religion)</b>	<b>+10</b>	INT (1)	6	
<b>Linguistics</b>	<b>+2</b>	INT (1)	1	
<b>Perception</b>	<b>+16</b>	WIS (4)	9	
<b>Ride</b>	<b>+2</b>	DEX (4)	1	
<b>Sense Motive</b>	<b>+12</b>	WIS (4)	1	
<b>Spellcraft</b>	<b>+13</b>	INT (1)	9	
<b>Stealth</b>	<b>+2</b>	DEX (4)	1	
<b>Survival</b>	<b>+8</b>	WIS (4)	1	
<b>Swim</b>	<b>+0</b>	STR (1)	2	
<b>Use Magic Device</b>	<b>+3</b>	CHA (-1)	4	

### Feats, Traits & Flaws

Allied Spellcaster  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Extended Bane  
Favored Judgment: Undead  
Instant Judgment  
Lookout  
Point Blank Shot  
Precise Shot  
Rapid Shot  
Reactionary  
Shield Proficiency  
Shielded Caster  
Simple Weapon Proficiency - All  
Wealthy Dabbler: Resistance, Light (2/day)

### Special Abilities

Bane (+2 / 2d6) (13 rounds/day) (Su)  
Holy Lance for 4 rounds (1 rounds/day) (Su)  
Inquisitor Domain: Good  
Judgement of Sacred Destruction +4 (Su)  
Judgement of Sacred Healing 4 (Su)

### +1 Agile Breastplate

+7

Max Dex: +3, Armor Check: -3  
Spell Fail: 25%, Medium, Slows

### +1 Buckler

+2

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

### Gear

**Total Weight Carried: 329.92/130lbs, Over Load  
(Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)**

+1 Agile Breastplate	25 lbs
+1 Buckler	5 lbs
+1 Paeliel Longbow, Composite (Str +1)	1.5 lbs
Amulet of Natural Armor +1	-
Artisan's Outfit (Free)	-
Backpack, Masterwork (empty)	4 lbs
Belt of Incredible Dexterity, +2	1 lb
Cloak of Resistance, +2	1 lb
Masterwork Cold Iron Arrows x50	0.15 lbs
Masterwork Cold Iron Morningstar	6 lbs
Metamagic Rod, Ectoplasmic, Lesser	5 lbs
Money	266.42 lbs
Silversheen Arrows x50	0.15 lbs

### Special Abilities

Judgement of Sacred Justice +2 (Su)  
Judgement of Sacred Piercing +4 (Su)  
Judgement of Sacred Protection +2 (Su)  
Judgement of Sacred Smiting (Magic, Good) (Su)  
Monster Lore +4 (Ex)  
Second Judgement (3/day) (Su)  
Solo Tactics (Ex)  
Teamwork Feat (change 4/day)  
Track +4

### Spell-Like Abilities

Detect Alignment (At will) (Sp)  
Discern Lies (9 rounds/day) (Sp) ☐☐☐☐☐☐☐☐  
Touch of Good (7/day) (Sp) ☐☐☐☐☐☐

### Tracked Resources

Bane (+2 / 2d6) (13 rounds/day) (Su) ☐☐☐☐☐☐☐☐  
☐☐  
Holy Lance for 4 rounds (1 rounds/day) (Su) ☐  
Masterwork Cold Iron Arrows ☐☐☐☐☐☐☐☐  
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☐☐☐☐☐☐☐☐  
☐☐☐☐☐☐☐☐  
Metamagic Rod, Ectoplasmic, Lesser ☐☐☐  
Second Judgement (3/day) (Su) ☐☐☐

### Experience & Wealth

Experience Points: **50000**/71000  
Current Cash: **13316 GP, 5 SP**

### Tracked Resources

Silversheen Arrows ☐☐☐☐☐☐☐☐  
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☐☐☐☐☐☐☐☐  
Teamwork Feat (change 4/day) ☐☐☐☐  
Wealthy Dabbler: Resistance, Light (2/day) ☐☐

### Languages

Abyssal  
Celestial  
Common

### Spells & Powers

**Inquisitor Spell DC: 14 + spell level**  
CL: 9 (vs. SR: +9, Concentration: +13)  
Melee Touch +7 Ranged Touch +10  
Maximum Inquisitor spells known / per day: **6/\*x0; 7/6x1; 5/5x2; 4/4x3**  
Inquisitor 0: Acid Splash, Read Magic (DC 14), Detect Magic, Create Water, Disrupt Undead, Guidance (DC 14)  
Inquisitor 1: Cure Light Wounds (DC 15), Shield of Faith (DC 15), Divine Favor (DC 15), True Strike (DC 15), Lend Judgment (DC 15), Longshot (DC 15), Returning Weapon  
Inquisitor 2: Restoration, Lesser (DC 16), Resist Energy (DC 16), See Invisibility (DC 16), Cure Moderate Wounds (DC 16), Ghostbane Dirge (DC 16)  
Inquisitor 3: Cure Serious Wounds (DC 17), Prayer, Heroism (DC 17), Invisibility Purge (DC 17)