

Sārka Pādarī

CHARACTER
 Seascarred Skinchanger Medium Male
 RACE & LA SIZE GENDER
 20 Chaotic Neutral Dagon
 AGE ALIGNMENT DEITY

PLAYER
 6'0" 200 black gray swarthy
 HEIGHT WEIGHT HAIR EYES SKIN
 Eastern coast of Mediogalti Island
 HOMETLAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Common, Aquan, Abyssal, Aboleth

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16	2		
DEX	15	2	15			
CON	16	3	16			
INT	17	3	19	-2		
WIS	23	6	21	2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
11	11	1	Inquisitor	0	9		2	0	2	1
TOTAL HP			TOTALS							
11			0 9 0 2 0 2 1							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	5	2	2		1			
TOUCH	12	-10+		2						
FLAT-FOOT	18	-10+	5	2	0		1			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	2	3			
REF	2	0	2			
WILL	8	2	6			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	0		4		
RANGED	2	0		2		
CMB	4	0	STR	4		
CMD	16	-10+	BOB	0	STA & DEFLECT	6

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

- Race: Seascarred Skinchanger (Wereshark-kin) (ISR-249) Power Attack - trade -1 attack for +2 dam (PCR-131)
- Change Shape (Su) - between human and bestial form at will
- Darkvision 60'
- Speak with animals (Sp) 3/day aquatic only
- Mastery of Form - +2 trait save vs polymorph
- Class: Inquisitor (APG-38) HD: d8
- Weapon Prof.: Simple, Bows & favored weapon
- Armor Prof.: Lt. & Med. Armor, shields
- Anger Inquisition: Rage granted by Deity (UM-41)
- Hateful Retort (Ex): immediate attack after being hit 1/day (UM-41)
- Divine Anger (Ex): At 6th level, you can rage like a barbarian.
- Judgment (Su) pronounce judgment 1/day (APG-38)
- Stern Gaze (Ex) +lvl/2 intimidate & sense motive
- Monster Lore (Ex) - add Wis & Int Mods to monster knowledge checks
- Ferocity (Ex) - fight until dies at -Con HP Amphibious (Ex) - breathe water or air

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	-4		2		
<input type="checkbox"/> APPRAISE	INT	3		3		
<input checked="" type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB *	STR	-2		4		
<input checked="" type="checkbox"/> CRAFT:	INT	3		3		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE *	DEX			2		
<input checked="" type="checkbox"/> DISGUISE	CHA	0		0		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	-4		2		
<input type="checkbox"/> FLY *	DEX	-4		2		
<input type="checkbox"/> HANDLE ANIMAL	CHA			0		
<input checked="" type="checkbox"/> HEAL	WIS	6		6		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	5	1	0	3	1
<input checked="" type="checkbox"/> KN: arcana	INT			3		
<input checked="" type="checkbox"/> KN: dungeoneering	INT			3		
<input checked="" type="checkbox"/> KN: nature	INT	7	1	3	3	
<input checked="" type="checkbox"/> KN: planes	INT	7	1	3	3	
<input checked="" type="checkbox"/> KN: religion	INT	7	1	3	3	
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> LINGUISTICS	INT			3		
<input checked="" type="checkbox"/> PERCEPTION	WIS	12	1	6	3	2
<input type="checkbox"/> PERFORM:	CHA	0		0		
<input checked="" type="checkbox"/> PROF:	WIS			6		
<input checked="" type="checkbox"/> RIDE *	DEX	-4		2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	11	1	6	3	1
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	7	1	3	3	
<input checked="" type="checkbox"/> STEALTH *	DEX	0	1	2	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	10	1	6	3	
<input checked="" type="checkbox"/> SWIM *	STR	0		4		2
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30		30		

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR scalemail	5	3	-4		Med	
SHIELD shield, heavy wooden	2		-2			

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite (in bestial form)	+4	2d4+4	x3		S	30.0	
trident	+4	1d8+4	20,x2	10	P	4.0	

