sharkskin shield, heavy +2

Seascarred Skinchanger Medium Male 6'0" 200 black gray swarthy RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES 20 Dagon Chaotic Neutral Eastern coast of Mediogalti Island



20 Chaotic Neutral Dagon AGE ALIGNMENT DEITY											ROLEPLAYING GAMIE /C									
LANGUAGES: Common, Aquan, Abyssal, Aboleth					Original b	y Neceros. N	Modified	by abelliu	ıs@yaho	o.com. Ver	sion 1.0.20)12								
	HITPOINT	· ·			CLAS	S REC	OPI	DER												
STR 20 5 16 2 2	CURRENT HP	HP GAINED HD C			CLASS NAME			SKILL F	FC HPS		EF WIL	5 (0.00)								
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DEX 15 2 15	IU4	\vdash				-	\dashv	\rightarrow	\dashv	+	+	$+\!\!-$								
CON 16 3 16	NONLETHAL	+					\dashv	\rightarrow	\dashv	+	+	+								
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wis 25 7 21 2 2	нр	104 FAVO	PED			\longrightarrow	_	_	_	_		+								
CHA 10 0 10		P 104 CLA			тс	DTALS	7	90	0	7	3 7	10								
ABILITY SCORE &	CONDITIONS	& MISCELLANEOUS TRACKIN				S AL RAN	KS ABILI	RANKS TOTAL TY TRAINE	90 MISC											
RACIAL NOTES	C & DEFENCE								\blacksquare	2	\blacksquare	\blacksquare								
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZ	S & DEFENSE ZE DODGE NATURAL DEFLECT	MISC TEMP			☐ Appraise ☑ Bluff		CH		_	0	3	+								
AC 25 =10+ 8 4 2	1_	AR	RMOR CHECK PENALTY	_	CLIMB •		ST	_	_	-	3									
TOUCH 12 =10+			MAXIMUM DEX	2 I	☑ CRAFT: ships ☑ DIPLOMACY	\$	CH	_	_	$\overline{}$	3	+								
FLAT-FOOT 23 -10+ 8 4 0			SPELL FAILURE	0%	DISABLE DEV	VICE •	DE		工	2		\perp								
20 2107 0 1 0		OMBAT NOTES & MODIFIER		*	☑ DISGUISE ☑ ESCAPE ARTI	ST •	CH	_	_	2	3	+								
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MI	+2 BAB second	d attack		*[FLY •		DE	EX 2	_	2										
FORT 10 7 3					☐ HANDLE AN: ☑ HEAL	IMAL	CH WI	_	1 1	7	3									
REF 5 3 2					INTIMIDATE		сн	1A 14	10	0	3	1								
WILL 14 7 7	<u> </u>				☑ Kn: arcana ☑ Kn: dungeor	peering	IN	_	_	_	3	+								
					✓ KN: nature	lecting	IN	_	$\overline{}$	$\overline{}$	3									
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZ	ZE MISC				KN: planes		IN	_	_		3	_								
ATTACK MODIFIER 12 7					✓ Kn: religion Kn:		IN		1	3	3	+								
RANGED 9 7 2										3										
CMB 12 7 STR 5					☑ Perception ☑ Perform:		CH		_	0 7	3	2								
CMD 24 =10+ B/B DODE & STA & DEX					☑ PROF: barris	ter	WI		_	$\overline{}$	3	=								
									1 10	_	3	1								
	& FEATURES AITS, FEATS, AND CHARACTER FEATURES			☐ SLEIGHT OF HAND + DEX ☐ SPELLCRAFT IN					2											
Race: Seascarred Skinchanger (Wereshark-kin) (ISR-24) - add Wis Mod	to Init		SPELLCRAFT STEALTH •		DE		_	_	3	+								
Change Shape (Su) - between human and bestial form at w	vill Detect Alignment (Sp) - at will			SURVIVAL		WI	_	_	_	3	5								
Darkvision 60'	Discern Lies (Sp): as	spell Ivl rnd/day		2 Swim + ☐ Use Magic I	TR 11	1 1	5	3	2											
Speak with animals (Sp) 3/day aquatic only	Track (Ex) - add lvl/2	to survival chec		-		\bot														
Mastery of Form - +2 trait save vs polymorph	Solo Tactics (Ex) - all comp	panions participate	in teamwo		.	\$	+	+		+	+									
Class: Inquisitor (APG-38) HD: d8	Bane (Su): devils +2 a	attack +2d6 dam	nd/day	_	\perp	土														
Weapon Prof.: Simple, Bows & favored weapon	Extended Bane: Add		Dana))	\vdash	+	_	+	+											
Armor Prof.: Lt. & Med. Armor, shields									WITH RA	NKS GAIN	A +3 TRAIN	ED BONUS								
Anger Inquisition: Rage granted by Deity (UM-4	Teamwork Feats: see	Teamwork Feats: see next page							* SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES EXPERIENCE 105,000 / 105,000											
Hateful Retort (Ex): immediate attack after being hit 1/day (UM-4	<u> </u>	Power Attack - trade -1 attack for +2 dam (PCR-131)							FLY	SWIM	CLIMB									
Divine Anger (Ex): At 6th level, you can rage like a barbaria	_	Cleave & Great Cleave - continually attack until first miss								30		T								
Amphibious (Ex) - breathe water or air	Judgment (Su) pronou		INIT	9	╗	= [2		DEX +	7	MISC MOD										
Stern Gaze (Ex) +lvl/2 intimidate & sense motive	, ,,	Second Judgment (Ex) - select 2 judgments																		
Monster Lore (Ex) - add Wis & Int Mods to monster knowledge chec	er (evil)	HERO	-	╡																
Ferocity (Ex) - fight until dies at -Con HP		SR DR																		
	— <u>I</u>	RESISTANCES																		
	& WEAPONS								POOL POINTS											
ARMOR NAME & DESCRIPTION ARMOR Sharkskin scale mail +3	AC BONUS M.	AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT 8 3 0 Med							1											
sharkskin shield heavy +2	4	0	7,100	$\dashv \vdash$																
annets .				CRITICAL	RANGE	TYPE	WEIGHT													
WEAPON NAME & DESCRIPTION bite (in bestial form)	ATTACK MODIFIERS	+12 2d4+4 x3						$\overline{}$	AMMO & NOTES											
trident of the blood frenzy +3	+12+3	1d8+5+3	20,x2	10	S P	4.0	_	od fre	nzv at	ter 1st	hit									
and of the blood fieldy to	12.0	140.0						1000	Ju 116	y al	.01 101	, rat								

1d4+5+2

В

+12+2

	FEATS & SPECIAL ABILITIES					F	EATS &	SPECIA	AL ABILITIES			
Te	amwork Feats: listed below	USES/DAY	USED				NAME				USES/DAY	USED
_	quisitor gains benefit as if all allies knew these feats		-	1 F						-		
_	ecise Strike +1d6 points of precision damage with melee attact	ks.		┨┠								
_	anded Mind - communicate telepathically w/ allies in sight			┨┠								
_	ceptional Aid - +4 to ally attack or skill check when aiding	_		┨┠								
	coptional Aid = 14 to any attack of skill official when along			┨┠								
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	EQUIPMENT & MAGIC ITEMS					E	QUIPMI	ENT & I	MAGIC ITEMS			
×	underwater adventurer's kit	USES WGT N/A	WEIGHT	*	3		ITEM			QTY / USES	WGT N/A	WEIGHT
	and made and smaller of mile			┨┠	sharkski	n scale mail +	+3					
		+	\vdash	┨┠		ght penalty &		nwater i	nenalty			
		+	\vdash	┨┠		speak with ar						\vdash
		-	\vdash	┨┠		dominate anii						
			+	┨┠	grants	dominate and	iliai (Sile	irk Orliy)	1/day			
		_	\vdash	┨┠	eharkeki	n shield, heav	n/ +2					
			\vdash	┨┠	_	ght penalty &		nyotor	analty.			
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		_	-	┨╟	abrasive	, shield shove	e is an a	llack To	4+2 damage			
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			-	┨┠	_	f the blood fre		A le la les els	bld f			
		_	-	┨╟					ces blood frenzy			
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			\vdash	┨┞		attack BAB			K BAB	-		
			_	┨┠		19-20 during						
			-	┨┞		s will DC 25 to						
			-	┨┞	bane: o	utsider (evil) -	+2 attac	k +2d6 (lamage			
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS #			CONTAIN	4ER	BAGS & CO	NTAIN		LUME/WEIGHT LIMIT/NOT	TES		WEIGHT
	BELT:											
	BODY:											
	CHEST:											
	EYES:											
	FEET:	CAR	CU	RREN	CY ED WGT N/A	STORED	*		TREASURE CA	ARRIED		WEIGHT
	HANDS: PLATIN		KIED	CARRI	lo wor N/A	310820	"		TREASURE			WEIGHT
	HEAD: GOL	D										
н	EADBAND: SILVE	R		\Box	<u> </u>							
	NECK: COPP	ER							101500			
	RING:				-		LIGHT	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG &
	RING:		CARRI	ED WI	EIGHT		133	267	400	400	800	2000
SH	OULDERS: ARMO	R & CUPPEN		UIPMENT		TOTAL	0	0	MODIFIED LOAD	0	0	0
	WRIST: 34.		$\overline{}$	0.0		34.0	CURRENT			EDIUM 🗖		VY 🗆
		J 0.0		5.0			- JKEN		2.5.11 u M		HEA	

	SPELLS PER DAY								BLOODLINES & PATRONS					SPELLS PER DAY						
CLA	ss		Inquisitor LEVEL 10						BLOODLINE/PA		CLASS						LEVE	L		
SAV	E DC I	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	_	BLOODLINE/PA	TRON				SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
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	•	oth [SPECIALITY						9th					
CLOSE: 25FT + 5FT / 2 LV	50		MEDIU 100FT 10FT /	+ 1 200	0	LONG: 400FT + 40FT / LVL	800)		USED			25F 5FT /	T+	25	MEDIUM 100FT + 10FT / LV	1	00	400FT / L	+ I 400
SPE	LL	TOTAL 0	CLAS	S ABILI	тү отн	ER CUR	RENT POINT	rs	PROHIB	⊢			S	PELL	TOTAL	CLASS	AB	ILITY OTHE	R CI	JRRENT POINTS
POIN		U	┛╙						PROHIB				,	POINTS	U				┙┕	
LEVEL	PREP	USED						NAME	& DESCRIPTION		SPELLS	schoo	L	DI	JRATION	RANGE		SAVE	SR	REFERENCE
0			Bleed	- Caus	se a sta	abilized	creatu	re to	resume dy	ying.		necroma	ancy	in	stant	close	9	will	yes	PCR-249
0									target crea			transmut			day/lvl	touch	_	fort	-	APG-207
0											oses its next action.	enchantment 1 rnd			close	_	will	-	PCR-264	
0									ing throw, o	r skill	check.	divination 1 min			touch	_	will	-	PCR-292	
0		Read Magic - Read scrolls and spellbooks.													personal		none	no	PCR	
0		Resistance - Subject gains +1 bonus on saving throws.								abjuration		1 min		touch		will	yes	PCR		
1			True Strike - +20 on your next attack roll.						divinat	ion	nex	t round	persor	nal	none	no	PCR-363			
1			Interrogation - Target answers 1/2 lvl questions or suffers pain 1d4+Wis mod							necroma	ancy	1 r	min/lvl	touch	n	fort	yes	UM-225		
1			Divine Favor - You gain +1 per three levels on attack and damage rolls.						evocat	ion	1	min	persor	nal	none	no	PCR			
1			Lend Judgment - Ally gains the benefit of one judgment.						ent.	divinat	ion	1 :	rnd/lvl	touch	n	will	yes	UM		
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.						necroma	ancy	1 r	min/lvl	mediu	m	will	yes	PCR			
2											oralized also take 1d10 fire dam	evocat			stant	30'		reflex	yes	UC
2									, ,		shaken for 1 rnd (-2 rolls)				rnd/lvl	close	_	will	yes	APG
2									truthfully o	r take	s 506 dam	enchanti			rnd	close	\rightarrow	will	yes	APG
2			Fairness - creature must trade/sell for fair value Early Judgment - show fate in afterlife, fascinated (good), confused (neutral) or shake							used (neutral) or shaken (evil)	enchanti				close		will	yes	FoB FoB	
			Early 3	Judginei	11t - S110V	v late III	aiterille,	, iasc	sinated (good)), com	used (Hedital) of Shaker (evil)	uiviiiat	IOH	1d4 rnds		close		WIII	yes	гов
3			Dime	nsional	Ancho	or - Bars	s extrac	dime	ensional mo	veme	nt.	abjurat	ion	1 r	min/lvl	ray		none	yes	PCR
3			Dispe	l Magic	c - Can	cels on	e magi	ical s	spell or effe	ct.		abjuration		instant		medium		none	no	PCR
3			Remo	ve Cu	rse - F	rees ob	ject or	pers	son from cu	ırse.		abjuration instar		stant	touch		will	yes	PCR	
3			Terrib	le Ren	norse -	Creatu	re is co	ompe	elled to harr	m itsel	If 1d8+STR Mod	enchantment 1 rnd/lvl			rnd/lvl	close	9	will	yes	UM
					_															
4											d8+wis mod dam/question	-				touch	1	fort	yes	UM
4			Judgr	ment Li	ght - Y	ou gain	an add	ditio	nal effect w	hile a	judgment is active	evocation instant			stant	30' some			yes	UC