

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	20	5	16	2	2	
DEX	15	2	15			
CON	16	3	16			
INT	17	3	19	-2		
WIS	25	7	21	2	2	
CHA	10	0	10			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
104	104	10	Inquisitor	7	90		7	3	7	10	
TOTAL HP			TOTALS		7	90	0	7	3	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	8	4	2		1			
TOUCH	12	-10+			2					
FLAT-FOOT	23	-10+	8	4	0		1			

SKILLS					RANKS TOTAL	
TOTAL	RANKS	ABILITY	TRAINED	MISC	90	
<input type="checkbox"/> ACROBATICS	DEX	2	2			
<input type="checkbox"/> APPRAISE	INT	3	3			
<input checked="" type="checkbox"/> BLUFF	CHA	4	1	0	3	
<input checked="" type="checkbox"/> CLIMB	STR	9	1	5	3	
<input checked="" type="checkbox"/> CRAFT: ships	INT	11	5	3	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	4	1	0	3	
<input type="checkbox"/> DISABLE DEVICE	DEX			2		
<input checked="" type="checkbox"/> DISGUISE	CHA	4	1	0	3	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	2		2		
<input checked="" type="checkbox"/> FLY	DEX	2		2		
<input type="checkbox"/> HANDLE ANIMAL	CHA			0		
<input checked="" type="checkbox"/> HEAL	WIS	11	1	7	3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	14	10	0	3	1
<input checked="" type="checkbox"/> KN: arcana	INT	7	1	3	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT	7	1	3	3	
<input checked="" type="checkbox"/> KN: nature	INT	7	1	3	3	
<input checked="" type="checkbox"/> KN: planes	INT	16	10	3	3	
<input checked="" type="checkbox"/> KN: religion	INT	16	10	3	3	
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> LINGUISTICS	INT			3		
<input checked="" type="checkbox"/> PERCEPTION	WIS	22	10	7	3	2
<input type="checkbox"/> PERFORM:	CHA	0		0		
<input checked="" type="checkbox"/> PROF: barrister	WIS	15	5	7	3	
<input checked="" type="checkbox"/> RIDE	DEX	6	1	2	3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	21	10	7	3	1
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	16	10	3	3	
<input checked="" type="checkbox"/> STEALTH	DEX	14	9	2	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	16	1	7	3	5
<input checked="" type="checkbox"/> SWIM	STR	11	1	5	3	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					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	10	7	3			
REF	5	3	2			
WILL	14	7	7			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	12	7	5			
RANGED	9	7	2			
CMB	12	7	STR	5		
CMD	24	-10+	B7B	DODGE & DEFLECT	0	7

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Seascarred Skinchanger (Wereshark-kin) (ISR-249)	Cunning Initiative (Ex) - add Wis Mod to Init
Change Shape (Su) - between human and bestial form at will	Detect Alignment (Sp) - at will
Darkvision 60'	Discern Lies (Sp): as spell lvl rnd/day
Speak with animals (Sp) 3/day aquatic only	Track (Ex) - add lvl/2 to survival checks
Mastery of Form - +2 trait save vs polymorph	Solo Tactics (Ex) - all companions participate in teamwork feats
Class: Inquisitor (APG-38) HD: d8	Bane (Su): devils +2 attack +2d6 damage lvl rnd/day
Weapon Prof.: Simple, Bows & favored weapon	Extended Bane: Add Wis Mod=7 rnd/day to Bane
Armor Prof.: Lt. & Med. Armor, shields	Teamwork Feats: see next page
Anger Inquisition: Rage granted by Deity (UM-41)	Power Attack - trade -1 attack for +2 dam (PCR-131)
Hateful Retort (Ex): immediate attack after being hit 1/day (UM-41)	Cleave & Great Cleave - continually attack until first miss
Divine Anger (Ex): At 6th level, you can rage like a barbarian.	Judgment (Su) pronounce judgment 4/day (APG-38)
Amphibious (Ex) - breathe water or air	Second Judgment (Ex) - select 2 judgments
Stern Gaze (Ex) +lvl/2 intimidate & sense motive	Favored Judgment: +1 judgment bonus vs outsider (evil)
Monster Lore (Ex) - add Wis & Int Mods to monster knowledge checks	Toughness - extra HP
Ferocity (Ex) - fight until dies at -Con HP	

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
sharkskin scale mail +3	8	3	0		Med	
sharkskin shield, heavy +2	4		0			

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite (in bestial form)	+12	2d4+4	x3		S	30.0	
trident of the blood frenzy +3	+12+3	1d8+5+3	20,x2	10	P	4.0	blood frenzy after 1st hit
sharkskin shield, heavy +2	+12+2	1d4+5+2			B		

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0					6
18	1st	37	5	2		5
19	2nd	6	4	2		5
20	3rd	5	3	2		4
21	4th	2	1	1		2
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Bleed - Cause a stabilized creature to resume dying.	necromancy	instant	close	will	yes	PCR-249
0			Brand - Creates permanent brand on target creature.	transmutation	1 day/lvl	touch	fort	yes	APG-207
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	enchantment	1 rnd	close	will	yes	PCR-264
0			Guidance - +1 on one attack roll, saving throw, or skill check.	divination	1 min	touch	will	yes	PCR-292
0			Read Magic - Read scrolls and spellbooks.	divination	10 min/lvl	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.	divination	next round	personal	none	no	PCR-363
1			Interrogation - Target answers 1/2 lvl questions or suffers pain 1d4+Wis mod.	necromancy	1 min/lvl	touch	fort	yes	UM-225
1			Divine Favor - You gain +1 per three levels on attack and damage rolls.	evocation	1 min	personal	none	no	PCR
1			Lend Judgment - Ally gains the benefit of one judgment.	divination	1 rnd/lvl	touch	will	yes	UM
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.	necromancy	1 min/lvl	medium	will	yes	PCR
2			Blistering Invective - Intimidate check against foes within 30' - demoralized also take 1d10 fire dam	evocation	instant	30'	reflex	yes	UC
2			Castigate - causes target to be owered (no attack), save shaken for 1 rnd (-2 rolls)	enchantment	1 rnd/lvl	close	will	yes	APG
2			Confess - Creature answers question truthfully or takes 5d6 dam	enchantment	1 rnd	close	will	yes	APG
2			Fairness - creature must trade/sell for fair value	enchantment	1 min/lvl	close	will	yes	FoB
2			Early Judgment - show fate in afterlife, fascinated (good), confused (neutral) or shaken (evil)	divination	1d4 rnds	close	will	yes	FoB
3			Dimensional Anchor - Bars extradimensional movement.	abjuration	1 min/lvl	ray	none	yes	PCR
3			Dispel Magic - Cancels one magical spell or effect.	abjuration	instant	medium	none	no	PCR
3			Remove Curse - Frees object or person from curse.	abjuration	instant	touch	will	yes	PCR
3			Terrible Remorse - Creature is compelled to harm itself 1d8+STR Mod	enchantment	1 rnd/lvl	close	will	yes	UM
4			Interrogation, Greater - As interrogation, 1 question/lvl, 1d8+wis mod dam/question	necromancy	1 min/lvl	touch	fort	yes	UM
4			Judgment Light - You gain an additional effect while a judgment is active	evocation	instant	30'	some	yes	UC