

Riko Mycen

Male human inquisitor 9

CG Medium humanoid

Init +6; **Senses** Perception +20

Languages Common, Dwarven, Elven

DEFENSE

AC 26, touch 15, flat-footed 23 (+6 armor, +2 deflection, +3 Dex, +2 natural, +3 shield)

hp 83 (9 HD)

Fort +11, **Ref** +8, **Will** +11

OFFENSE

Speed 20 ft. (4 squares)

Melee +1 menacing longsword +11/+6 (1d8+5/19-20) with one hand, or
+1 menacing longsword +11/+6 (1d8+7/19-20) with two hands

Ranged +1 composite longbow +10/+5 (1d8+5/×3) or

mwk bolas +10/+5 (1d4+4 nonlethal) or

mwk javelin +10/+5 (1d6+4) or

mwk sling +10 (1d4+4)

Special Attacks bane (9 rounds/day), judgment 3/day (any two), spell rune

Spell-Like Abilities (CL 9th; concentration +12)

At-will – *detect chaos, detect evil, detect good, detect law, discern lies* (immediate action, up to 9 rounds/day)

6/day – blast rune (1d6+4 energy damage, 9 rounds)

Inquisitor Spells Known (CL 9th; concentration +12)

3rd (4/day) – *blood biography*^{APG}, *glyph of warding*^M, *heroism*, *magic circle against evil*

2nd (5/day) – *bloodhound*^{APG}, *cure moderate wounds*, *hold person*, *invisibility*, *knock*, *shield other*^F, *silence*

1st (6/day) – *alarm*, *burst bonds*^{APG}, *comprehend languages*, *cure light wounds*, *disguise self*, *divine favor*, *tireless pursuit*^{APG}, *wrath*^{APG}

0 (at will) – *brand*^{APG}, *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *sift*^{APG}, *stabilize*

Domain rune

STATISTICS

Abilities Str 18 (+4), Dex 16 (+3), Con 16 (+3), Int 14 (+2), Wis 16 (+3), Cha 10 (+0)

Base Atk +6; **CMB** +10 (+12 with longsword); **CMD** 23

Feats Craft Wondrous Item, Endurance^B, Exotic Weapon Proficiency (bolas), Extend Spell, Lookout^B, Outflank^B, Precise Strike^B, Quick Draw, Reach Spell, Scribe Scroll^B

Skills Intimidate +16, Knowledge (arcana) +14 (+17 monster identification), Knowledge (nature) +14 (+17 monster identification), Perception +20, Sense Motive +19, Spellcraft +14, Stealth +15, Survival +19 (+28 tracking); **Armor Check Penalty** –2

SQ cunning initiative +3, heart of the wilderness +4, monster lore +3, second judgment, solo tactics, stern gaze +4, teamwork feat (3/day), track +4

Combat Gear arrows (20), divine spell scrolls (*cure light wounds* [15], *disguise self* [4], *invisibility* [CL 4th] [2], *wrath* [CL 9th] [2]), sling bullets (10); **Other Gear** +1 composite longbow (+4 strength bonus), +1 menacing longsword, +2 armored coat, +2 light steel quickdraw shield, amulet of natural armor +2, belt of physical perfection +2, cloak of resistance +2, lens of detection, masterwork bolas (2), masterwork javelins (4), masterwork sling, ring of protection +2, shield other spell focus, tender (4sp), wooden holy symbol

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 57 lb. (excluding tender)



SPECIAL ABILITIES

- Bane (Su)** You can imbue one of your weapons with the *bane* weapon special ability as a swift action. You must select one creature type when you use this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while you wield the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to you before the duration expires. This ability lasts for a number of rounds per day equal to your inquisitor level. These rounds do not need to be consecutive.
- Blast Rune (Sp)** As a standard action, you can create a blast rune in any adjacent square. Any creature entering this square takes 1d6 points of damage + 1 point for every two inquisitor levels you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your inquisitor level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.
- Cunning Initiative (Ex)** You add your Wisdom modifier on initiative checks, in addition to your Dexterity modifier (included above).
- Discern Lies (Sp)** You can *discern lies*, as per the spell, for a number of rounds per day equal to your inquisitor level. These rounds do not need to be consecutive. Activating this ability is an immediate action.
- Heart of the Wilderness** You gain a bonus equal to half your character level on Survival checks (included above). You also gain a +5 bonus on Constitution checks to stabilize when dying and add half your character level to your Constitution score when determining the negative hit point total necessary to kill you.
- Judgment (Su)** You can pronounce judgment upon your foes as a swift action. Starting when the judgment is made, you receive a bonus or special ability based on the type of judgment made. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. You must participate in the combat to gain these bonuses. If you are frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until you can participate in the combat again. When you use this ability, you must select two types of judgments to make. As a swift action, you can change this judgment to another type. All your judgment bonuses are sacred bonuses. The types of judgments are shown below.
- Monster Lore (Ex)** You add your Wisdom modifier on Knowledge skill checks in addition to your Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.
- Second Judgment (Ex)** Whenever you use your judgment ability, you select two different judgments, instead of one. This only consumes one use of your judgment ability. As a swift action, you can change one of these judgments to another type.
- Solo Tactics (Ex)** All of your allies are treated as if they possessed the same teamwork feats as you for the purpose of determining whether you receive a bonus from your teamwork feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus.
- Spell Rune (Sp)** You can attach another spell that you cast to one of your blast runes, causing that spell to affect the creature that triggers the rune, in addition to the damage. This spell must be of at least one level lower than the highest-level inquisitor spell you can cast and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it only affects the creature that triggers the rune.
- Stern Gaze (Ex)** You receive a morale bonus on all Intimidate and Sense Motive checks equal to ½ your inquisitor level.

Teamwork Feat As a standard action, you can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat you have already learned. In effect, you lose the bonus feat in exchange for the new one. You can only change the most recent teamwork feat gained. Whenever you gain a new teamwork feat, the previous teamwork feat becomes set and cannot be changed again. You can change your most recent teamwork feat a number of times per day equal to your Wisdom modifier.

Track (Ex) You add half your inquisitor level on Survival skill checks made to follow or identify tracks.

JUDGMENT SELECTIONS

Destruction You are filled with divine wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 for every three inquisitor levels you possess.

Healing You are surrounded by a healing light, gaining fast healing 1. This causes you to heal 1 point of damage each round as long as you are alive and the judgment lasts. The amount of healing increases by 1 point for every three inquisitor levels you possess.

Justice This judgment spurs you to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 for every five inquisitor levels you possess. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits.

Piercing This judgment gives you great focus and makes your spells more potent. This benefit grants a +1 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus increases by +1 for every three inquisitor levels you possess.

Protection You are surrounded by a protective aura, granting a +1 sacred bonus to Armor Class. This bonus increases by +1 for every five inquisitor levels you possess. At 10th level, this bonus is doubled against attack rolls made to confirm critical hits against you.

Purity You are protected from the vile taint of your foes, gaining a +1 sacred bonus on all saving throws. This bonus increases by +1 for every five inquisitor levels you possess. At 10th level, the bonus is doubled against curses, diseases, and poisons.

Resiliency This judgment makes you resistant to harm, granting DR 1/magic. This DR increases by 1 for every five levels you possess. At 10th level, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite of yours. If you are neutral, you do not receive this increase.

Resistance You are shielded by a flickering aura, gaining 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases by 2 for every three inquisitor levels you possess.

Smiting This judgment bathes your weapons in a divine light. Your weapons count as magic for the purposes of bypassing damage reduction. At 6th level, your weapons also count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of your alignments. If you are neutral, you do not receive this bonus. At 10th level, your weapons also count as adamantite for the purpose of overcoming damage reduction (but not for reducing hardness).