

Balasar Frollo

“Those who oppose Iomedae shall know pain without end.”

Balasar is a noble born priest devoted to Iomedae, the Great Inheritor who helped to form civilization out of chaos and liberate the humanoid races from their barbarism. Balasar is a powerful healer, a consummate Samaritan, a paragon of his faith, and a completely fanatic zealot. He never tolerates insults against his faith and is quick to accuse such dissenters of being heretical heathens deserving of nothing less than a highly public execution. What’s more, Balasar’s station as the local judge and his lofty position within the church’s hierarchy gives him some leeway in carrying out such public executions.

A master of subtly manipulating evidence, of bending laws to his favor, and of convincing the people of his community of any allegations he decides to lie upon his unfortunate foes, Balasar possesses near absolute control over the lives of his citizenry. Despite his crazed devotion to his faith, the vast majority of people love him for his extreme dedication to the bettering of their community. After all, any who questioned the morality of his behavior have long since been “legitimately” burned at the stake or imprisoned for their heresy.

If ever confronted by an obvious superior about the high number of executions in his community, Balasar is quick to dismiss it with a warning, sometimes laced with a veiled threat: “If we are not constantly vigilant against the lawless terrorists who would dare attempt to undo all the efforts of the almighty Iomedae, then we are no more deserving of his lord’s gifts than the heretics themselves.” Balasar’s skills of control through deception are such that even fellow faithful and those of superior station are not necessarily safe from his potential wrath.



Balasar Frolo

Male human inquisitor 9

LN Medium humanoid (human)

Init +4; **Senses** Perception +16

Languages Common, Celestial, Osiriani

DEFENCE

AC 24, touch 12, flat-footed 24 (+8 armor, +2 deflection, +2 natural, +2 shield)

hp 65 (9 HD)

Fort +8, **Ref** +5, **Will** +12

OFFENSE

Speed 30 ft. (6 squares)

Melee walking cane +6/+1 (1d6)

Ranged by weapon +6/+1

Inquisitor Spell-like Abilities (CL 9th; Concentration +13)

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

7/day – inspiring word

Inquisitor Spells Known (CL 9th; Concentration +13)

3rd-level (3/day) – *invisibility purge, prayer, seek thoughts*^{APG}

2nd-level (5/day) – *calm emotions, castigate*^{APG}, *confess*^{APG}, *honeyed tongue*^{APG}

1st-level (5/day) – *bane, command, doom, sanctuary, true strike*

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

Deity Iomedae; **Domain** Nobility

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

STATISTICS

Abilities Str 10 (+0), Dex 10 (+0), Con 10 (+0), Int 14 (+2), Wis 18 (+4), Cha 20 (+5)

Base Atk +6; **CMB** +6; **CMD** 18

SQ cunning initiative, focused study, inspiring word, leadership, monster lore +4, second judgment, solo tactics, stern gaze +4, teamwork feat (4/day), track +4

Feats Deceitful, Duck and Cover^B, Leadership^B (20 base, 20 followers, 22 cohort), Lookout^B, Persuasive, Skill Focus (bluff^B, diplomacy^B, intimidate, sense motive), Swap Places^B, Toughness

Skills Bluff +25, Diplomacy +25, Disguise +7, Intimidate +29, Knowledge (local) +11 (+15 vs. creatures), Knowledge (nobility) +11, Knowledge (planes) +14 (+18 vs. creatures), Knowledge (religion) +14 (+18 vs. creatures), Perception +16, Sense Motive +22, Survival +4 (+8 tracking); **Armor Check Penalty** –2

Combat Gear holy water (3), *wand of cure light wounds* (50 charges); **Other Gear** +2 mithral chainmail, *amulet of natural armor* +2, *cloak of resistance* +2, *hat of divine station* (as circlet of persuasion), *headband of alluring charisma* +2, *ring of force shield, ring of protection* +2, silver holy symbol, spell component pouch, sunrods (5), tender (9pp), walking cane (as quarterstaff)

Encumbrance light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 29 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.
- Cunning Initiative (Ex)** You add your Wisdom modifier on initiative checks, in addition to your Dexterity modifier (included above).
- Detect Alignment (Sp)** At will, you can use *detect chaos*, *detect evil*, *detect good*, or *detect law*. You can only use one of these at any given time.
- 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.
- Inspiring Word (Sp)** As a standard action, you can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to $\frac{1}{2}$ your inquisitor level. You can use this power a number of times per day equal to 3 + your Wisdom modifier.
- 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 profane bonuses. The types of judgments are shown below.
- Leadership (Ex)** You receive Leadership as a bonus feat. In addition, you gain a +2 bonus on your leadership score as long as you uphold the tenets of your deity (included above).
- 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 (included above).
- Solo Tactics (Ex)** All of your allies are treated as if they possessed the same teamwork feats as you do 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.
- Stern Gaze (Ex)** You receive a morale bonus on all Intimidate and Sense Motive checks equal to $\frac{1}{2}$ your inquisitor level (included above).
- 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 (included above).

JUDGMENT SELECTIONS

- Destruction** You are filled with divine wrath, gaining a +1 profane 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).