

## Shalaiya

### Half-elf inquisitor of Desna 9 - CR 8

Chaotic Good Humanoid (Elf, Human); Deity: **Desna**; Age: **24**; Height: **5' 9"**; Weight: **135lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>11</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>19</b>	<b>+4</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>16</b>	<b>+3</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+8</b>	=	<b>+6</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+7</b>	=	<b>+3</b>	<b>+4</b>			
<b>WILL</b> (WISDOM)	<b>+9</b>	=	<b>+6</b>	<b>+3</b>			

<b>Elven Immunities</b>	Judgment of Sacred Resiliency 2: Magic
<b>Elven Immunities - Sleep</b>	Judgment of Sacred Resistance 8 (Fire) (Su)
<b>Judgment of Sacred Purity +2 (Su)</b>	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>19</b>	=	<b>+5</b>	<b>+4</b>					

<b>Touch AC</b>	<b>14</b>	<b>Flat-Footed AC</b>	<b>15</b>		
		BAB	Strength	Size	Misc

<b>CM Bonus</b>	<b>+6</b>	=	<b>+6</b>	<b>+0</b>	<b>-</b>	<b>-</b>
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			BAB	Strength	Dexterity	Size
CM Defense	20	= 10	+6	+0	+4	-

<b>Base Attack</b>	<b>+6</b>	<b>HP</b>	<b>90</b>
<b>Initiative</b>	<b>+9</b>	Damage / Current HP	
<b>Speed</b>	<b>30 ft</b>		

### +1 frost longbow

Ranged, both hands: **+10/+5, 1d8+1** Crit: 19-20/x3  
plus 1d6 cold Rng: 100'  
2-hand, P

### +2 shadow studded leather

**+5**

Max Dex: +5, Armor Check: -  
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+4</b>	DEX (4)	-	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+14</b>	CHA (2)	9	
<b>Climb</b>	<b>+5</b>	STR (0)	2	
<b>Diplomacy</b>	<b>+14</b>	CHA (2)	9	
<b>Disguise</b>	<b>+13</b>	CHA (2)	8	
<b>Escape Artist</b>	<b>+4</b>	DEX (4)	-	
<b>Fly</b>	<b>+4</b>	DEX (4)	-	
<b>Heal</b>	<b>+3</b>	WIS (3)	-	
<b>Intimidate</b>	<b>+18</b>	CHA (2)	9	
<b>Knowledge (arcana)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (dungeoneering)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (planes)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (religion)</b>	<b>+5</b>	INT (1)	1	
<b>Perception</b>	<b>+23</b>	WIS (3)	9	
<b>Ride</b>	<b>+8</b>	DEX (4)	1	
<b>Sense Motive</b>	<b>+19</b>	WIS (3)	9	
<b>Spellcraft</b>	<b>+5</b>	INT (1)	1	
<b>Stealth</b>	<b>+21</b>	DEX (4)	9	
<b>Survival</b>	<b>+7</b>	WIS (3)	1	
<b>Swim</b>	<b>+0</b>	STR (0)	-	

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Coordinated Defense  
Manyslot  
Point-Blank Shot  
Precise Shot  
Rapid Shot  
Shake It Off  
Shared Insight (3 rds)  
Shield Proficiency  
Simple Weapon Proficiency - All  
Skill Focus (Perception)

### Traits

Elven Reflexes  
Inspired (1/day)

### Special Abilities

Bane (+2 / 2d6, 9 rounds/day) (Su)  
Elf Blood  
Freedom's Call (30 ft., 9 rounds/day) (Su)  
Inquisitor Domain (Freedom)  
Judgment of Sacred Destruction +4 (Su)  
Judgment of Sacred Healing 4 (Su)  
Judgment of Sacred Justice +2 (Su)  
Judgment of Sacred Piercing +4 (Su)  
Judgment of Sacred Protection +2 (Su)  
Judgment of Sacred Smiting (Magic, Good) (Su)  
Liberty's Blessing (6/day) (Su)

## Gear

**Total Weight Carried: 31/115 lbs, Light Load**  
**(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)**

+1 frost longbow	3 lbs
+2 shadow studded leather	20 lbs
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Backpack (14 @ 28 lbs) <In: Dropped to ground (1 @ 2 lbs)>	2 lbs
Bedroll <In: Backpack (14 @ 28 lbs)>	5 lbs
Bracers of falcon's aim	1 lb
Efficient quiver (empty)	2 lbs
Feather token (anchor)	-
Flint and steel <In: Backpack (14 @ 28 lbs)>	-
Holy symbol, wooden (Desna)	-
Holy text (Desna) <In: Backpack (14 @ 28 lbs)>	-
Lenses of detection	1 lb
Mess kit <In: Backpack (14 @ 28 lbs)>	1 lb
Necklace of fireballs I	1 lb
Rope <In: Backpack (14 @ 28 lbs)>	10 lbs
Soap x2 <In: Backpack (14 @ 28 lbs)>	0.5 lbs
Spell component pouch <In: Backpack (14 @ 28 lbs)>	2 lbs
Trail rations x5 <In: Backpack (14 @ 28 lbs)>	1 lb
Universal solvent	-
Wand of cure light wounds	-
Waterskin <In: Backpack (14 @ 28 lbs)>	4 lbs

## Special Abilities

Low-Light Vision  
 Monster Lore +3 (Ex)  
 Second Judgment (3/day) (Su)  
 Solo Tactics (Ex)  
 Teamwork Feat (change 3/day)  
 Track +4

## Spell-Like Abilities

Detect Alignment (At will) (Sp)  
 Discern Lies (9 rounds/day) (Sp) ☐☐☐☐☐☐☐☐

## Tracked Resources

Arrows ☐☐☐☐☐☐☐☐☐☐  
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 Bane (+2 / 2d6, 9 rounds/day) (Su) ☐☐☐☐☐☐  
 Feather token (anchor) ☐  
 Fireball (3d6) ☐☐  
 Fireball (5d6) ☐  
 Freedom's Call (30 ft., 9 rounds/day) (Su) ☐☐☐☐☐☐  
 Inspired (1/day) ☐  
 Liberty's Blessing (6/day) (Su) ☐☐☐☐☐☐  
 Second Judgment (3/day) (Su) ☐☐☐  
 Teamwork Feat (change 3/day) ☐☐☐  
 Trail rations ☐☐☐☐☐  
 Universal solvent ☐☐

## Experience & Wealth

Experience Points: **54000/71000**  
 Current Cash: **3 pp, 9 sp, 9 cp**  
 Reputation: **Fame: 11, PP: 11, 200 miles.**

## Tracked Resources

Wand of cure light wounds ☐☐☐☐☐☐☐☐  
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## Languages

Celestial  
 Common  
 Elven

## Spells & Powers

**Inquisitor spells known** (CL 9th; concentration +12)  
**Melee Touch +6 Ranged Touch +11**  
**3rd (4/day)**—*blessing of the mole*<sup>UM</sup>, *dispel magic*, *heroism*, *righteous vigor*<sup>APG</sup> (DC 16)  
**2nd (5/day)**—*cure moderate wounds*, *invisibility*, *lesser restoration*, *see invisibility*, *silence* (DC 15)  
**1st (6/day)**—*bless water* (DC 14), *cure light wounds*, *disguise self*, *expeditious retreat*, *magic weapon*  
**0th (at will)**—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *sift*<sup>APG</sup>  
**[D]** Domain spell; **Domains** Freedom, Liberation