



CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	SCORE	MOD.	TEMP. SCORE	TEMP. MOD.	HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
STR STRENGTH							
DEX DEXTERITY							
CON CONSTITUTION					INITIATIVE		
INT INTELLIGENCE					DAMAGE REDUCTION		
WIS WISDOM					JUDGEMENT		
CHA CHARISMA					POWER 2		
AC ARMOR CLASS							
TOUCH AC					FLAT FOOTED AC		

FORTITUDE CONSTITUTION	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC. MOD.	TEMP. MOD.
REFLEX DEXTERITY						
WILL WISDOM						
B.A.B.		SPELL RESISTANCE		ENERGY RESISTANCE		
CMB						
CMD						

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK	DAMAGE		

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW		
FLY	MANEUVERABILITY	SWIM	CLIMB	TEMP. MODS

SKILLS

SKILL NAMES	TOTAL	ABILIT	RANKS	MISC
<input type="checkbox"/> ACROBATICS	=DEX	+	+	
<input type="checkbox"/> APPRAISE	=INT	+	+	
<input checked="" type="checkbox"/> ARTISTRY	=INT	+	+	
<input checked="" type="checkbox"/> BLUFF	=CHA	+	+	
<input checked="" type="checkbox"/> CLIMB	=STR	+	+	
<input checked="" type="checkbox"/> CRAFT (A)	=INT	+	+	
<input checked="" type="checkbox"/> CRAFT (B)	=INT	+	+	
<input checked="" type="checkbox"/> CRAFT (C)	=INT	+	+	
<input checked="" type="checkbox"/> DIPLOMACY	=CHA	+	+	
<input type="checkbox"/> DISABLE DEVICE*	=DEX	+	+	
<input checked="" type="checkbox"/> DISGUISE	=CHA	+	+	
<input type="checkbox"/> ESCAPE ARTIST	=DEX	+	+	
<input type="checkbox"/> FLY	=DEX	+	+	
<input type="checkbox"/> HANDLE ANIMAL*	=CHA	+	+	
<input checked="" type="checkbox"/> HEAL	=WIS	+	+	
<input checked="" type="checkbox"/> INTIMIDATE	=CHA	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	=INT	+	+	
<input type="checkbox"/> LINGUISTICS	=INT	+	+	
<input checked="" type="checkbox"/> LORE*	=INT	+	+	
<input checked="" type="checkbox"/> PERCEPTION	=WIS	+	+	
<input type="checkbox"/> PERFORM (A)	=CHA	+	+	
<input type="checkbox"/> PERFORM (B)	=CHA	+	+	
<input checked="" type="checkbox"/> PROFESSION (A)*	=WIS	+	+	
<input checked="" type="checkbox"/> PROFESSION (B)*	=WIS	+	+	
<input checked="" type="checkbox"/> RIDE	=DEX	+	+	
<input checked="" type="checkbox"/> SENSE MOTIVE	=WIS	+	+	
<input type="checkbox"/> SLEIGHT OF HAND*	=DEX	+	+	
<input checked="" type="checkbox"/> SPELLCRAFT	=INT	+	+	
<input checked="" type="checkbox"/> STEALTH	=DEX	+	+	
<input checked="" type="checkbox"/> SURVIVAL	=WIS	+	+	
<input checked="" type="checkbox"/> SWIM	=STR	+	+	
<input type="checkbox"/> USE MAGIC DEVICE*	=CHA	+	+	

X CLASS SKILL *TRAINED ONLY

CONDITIONAL MODIFIERS

LANGUAGES

ARMOR ITEM	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

RACIAL TRAITS	
Darkvision	
Ratfolk	
Rodent Empathy	
Slow Speed	
Small	
Swarming	
Tinker	

[illegible][illegible][illegible]

HEAD		QTY.	LBS.
HEADBAND		QTY.	LBS.
EYES		QTY.	LBS.
SHOULDERS		QTY.	LBS.
NECK		QTY.	LBS.
CHEST		QTY.	LBS.
BODY		QTY.	LBS.
BELT		QTY.	LBS.
WRIST		QTY.	LBS.
HANDS		QTY.	LBS.
FEET		QTY.	LBS.
RINGS		QTY.	LBS.

PLAY NOTES

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

PP
GP
SP
CP

EXPERIENCE POINTS
NEXT LEVEL

INQUISITOR SPELL BOOK

SPELL LEVEL	0	1	2	3	4	5	6
SPELLS PER DAY (ADJUSTED)	∞	4 (6)	3 (4)	1 (2)	-	-	-

PREPARED SPELLS

PREPARED SPELL LEVEL 0	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Detect Magic		Divination	concentration, up to 1	1 standard	60 ft. cone-shaped	none	no	15
Disrupt Undead		Necromancy	instantaneous;	1 standard	close (25 ft. + 5 ft./2)	none	yes	15
Read Magic		Divination	10 min./level;	1 standard	personal			15
Resistance		Abjuration	1 minute;	1 standard	touch	Will	yes	15
Stabilize		Conjuration	instantaneous;	1 standard	close (25 ft. + 5 ft./2)	Will	yes	15

PREPARED SPELL LEVEL 1	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Divine Favor		Evocation	1 minute;	1 standard	personal			16
Divine Favor		Evocation	1 minute;	1 standard	personal			16
Longshot		Transmutation	1 minute/level;	1 standard	personal			16
Longshot		Transmutation	1 minute/level;	1 standard	personal			16
Sanctuary		Abjuration	1 round/level;	1 standard	touch	Will	no	16
Sanctuary		Abjuration	1 round/level;	1 standard	touch	Will	no	16

PREPARED SPELL LEVEL 2	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Blistering Invective		Evocation	instantaneous;	1 standard	personal 30-ft. radius	Reflex	spec	17
Blistering Invective		Evocation	instantaneous;	1 standard	personal 30-ft. radius	Reflex	spec	17
Blistering Invective		Evocation	instantaneous;	1 standard	personal 30-ft. radius	Reflex	spec	17
Spiritual Weapon		Evocation	1 round/level (D);	1 standard	medium (100 ft. + 10	none	yes	17

PREPARED SPELL LEVEL 3	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Contagious Zeal		Enchantment	1 round/level;	1 standard	close (25 ft. + 5 ft./2)	Will	yes	18
Heroism		Enchantment	10 min./level;	1 standard	touch	Will	yes	18

KNOWN SPELLS

SPELL LEVEL 0	Detect Magic; Disrupt Undead; Oath of Anonymity; Read Magic; Resistance; Stabilize;
SPELL LEVEL 1	Divine Favor; Longshot; Returning Weapon; Sanctuary;
SPELL LEVEL 2	Blistering Invective; Castigate; Mortal Terror; Spiritual Weapon;
SPELL LEVEL 3	Contagious Zeal; Heroism; Magic Weapon, Greater;

SPELL DESCRIPTIONS (A-Z)

BLISTERING INVECTIVE

School: Evocation
Level: alchemist 2, bard 2, inquisitor 2, mesmerist 2
Descriptor: fire, language-dependent
Casting time: 1 standard action
Components: V, S
Range: personal
Area: 30-ft. radius
Duration: instantaneous;
Saving Throw: Reflex partial, see text
Spell Resistance: special, see below

You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you (see page 99 of the PFRPG Core Rulebook). Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a Reflex save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

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CONTAGIOUS ZEAL

School: Enchantment (compulsion)
Level: bard 2, cleric/oracle 3, inquisitor 3, psychic 3, sorcerer/wizard 3, spiritualist 3
Descriptor: emotion, mind-affecting
Casting time: 1 standard action
Components: V, S
Range: close (25 ft. + 5 ft./2 levels)
Targets: one creature
Duration: 1 round/level;
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The target gains a +2 morale bonus on attack rolls and weapon damage rolls, 1d6 temporary hit points, and a +4 morale bonus on saving throws against fear effects and to the DC of Intimidate checks attempted against her. Once per round, the target can select one other creature to gain this bonus as well. The chosen creature can be no farther from the target than 25 feet + 5 feet for every 2 caster levels you possess, and a creature can't be selected more than once in this way. Such allies gain only the bonuses and temporary hit points; they don't continue to spread it to other creatures. The additional creatures' bonuses and temporary hit points share the original spell's duration, so when that duration ends, all affected creatures lose their bonuses and any remaining temporary hit points from this spell.

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DETECT MAGIC

School: Divination
Level: bard 0, cleric/oracle 0, druid 0, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0, shaman 0, occultist 0, psychic 0, mesmerist 0, spiritualist 0
Casting time: 1 standard action
Components: V, S
Range: 60 ft.
Area: cone-shaped emanation
Duration: concentration, up to 1 min./level;
Saving Throw: none
Spell Resistance: no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Spell or Object Aura Power Faint Moderate Strong Overwhelming Functioning spell (spell level) 3rd or lower 4th-6th 7th-9th 10th+ (deity-level) Magic item (caster level) 5th or lower 6th-11th 12th-20th 21st+ (artifact) Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6x10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

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DISRUPT UNDEAD

School: Necromancy
Level: sorcerer/wizard 0, inquisitor 0, magus 0
Casting time: 1 standard action
Components: V, S
Range: close (25 ft. + 5 ft./2 levels)
Effect: ray
Duration: instantaneous;
Saving Throw: none
Spell Resistance: yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

DIVINE FAVOR

School: Evocation
Level: cleric/oracle 1, paladin 1, inquisitor 1
Casting time: 1 standard action
Components: V, S, DF
Range: personal
Targets: you
Duration: 1 minute;

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

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HEROISM

School: Enchantment (compulsion)
Level: bard 2, sorcerer/wizard 3, alchemist 3, summoner 3, witch 3, inquisitor 3, bloodrager 3, psychic 3, spiritualist 3
Descriptor: mind-affecting
Casting time: 1 standard action
Components: V, S
Range: touch
Targets: creature touched
Duration: 10 min./level;
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

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LONGSHOT

School: Transmutation
Level: alchemist 1, antipaladin 1, inquisitor 1, magus 1, paladin 1, ranger 1, sorcerer/wizard 1, occultist 1, psychic 1
Casting time: 1 standard action
Components: V, S, M/DF (a piece of fletching)
Range: personal
Targets: you
Duration: 1 minute/level;

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

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READ MAGIC

School: Divination
Level: bard 0, cleric/oracle 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0, shaman 0, occultist 0, psychic 0, mesmerist 0, spiritualist 0
Casting time: 1 standard action
Components: V, S, F (a clear crystal or mineral prism)
Range: personal
Targets: you
Duration: 10 min./level;

You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level). Read magic can be made permanent with a permanency spell.

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RESISTANCE

School: Abjuration
Level: bard 0, cleric/oracle 0, druid 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, shaman 0, occultist 0, psychic 0, spiritualist 0
Casting time: 1 standard action
Components: V, S, M/DF (a miniature cloak)
Range: touch
Targets: creature touched
Duration: 1 minute;
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell.

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SANCTUARY

School: Abjuration
Level: cleric/oracle 1, inquisitor 1, spiritualist 1
Casting time: 1 standard action
Components: V, S, DF
Range: touch
Targets: creature touched
Duration: 1 round/level;
Saving Throw: Will negates
Spell Resistance: no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

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SPIRITUAL WEAPON

School: Evocation
Level: cleric/oracle 2, inquisitor 2, shaman 2, spiritualist 2
Descriptor: force
Casting time: 1 standard action
Components: V, S, DF
Range: medium (100 ft. + 10 ft./level)
Effect: magic weapon of force
Duration: 1 round/level (D);
Saving Throw: none
Spell Resistance: yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

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STABILIZE

School: Conjuration (healing)
Level: cleric/oracle 0, druid 0, witch 0, inquisitor 0, shaman 0, occultist 0, psychic 0, spiritualist 0
Casting time: 1 standard action
Components: V, S
Range: close (25 ft. + 5 ft./2 levels)
Targets: one living creature
Duration: instantaneous;
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

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FEATS

ARMOR PROFICIENCY, LIGHT

Requirements: None

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

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ARMOR PROFICIENCY, MEDIUM

Requirements: Light Armor Proficiency.

See Armor Proficiency, Light.

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DEADLY AIM

Requirements: Dex 13, base attack bonus +1.

You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. the bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

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POINT-BLANK SHOT

Requirements: None

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

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PRECISE SHOT

Requirements: Point-Blank Shot.

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

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SHIELD PROFICIENCY

Requirements: None

When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

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SIGNATURE SKILL

Requirements: 5 ranks in the chosen skill.

Choose one skill. You gain the ability listed in that skill's 5 Ranks entry. As you gain more ranks in the chosen skill, you gain additional abilities. If you have 10 or more ranks in the chosen skill, you gain the appropriate abilities immediately.

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STARTOSS COMET

Requirements: Dex 13, Point-Blank Shot, Startoss Style, Weapon Focus with the chosen weapon.

As a standard action, you can make a single ranged thrown weapon attack at your full attack bonus with the chosen weapon. If you hit, you deal damage normally and can make a second attack (at your full attack bonus) against a target within one range increment of the first. You determine cover for this attack from the first target's space instead of your space. You can make only one additional attack per round with this feat. If you have Vital Strike, Improved Vital Strike, or Greater Vital Strike, you can add the additional damage from those feats to the initial ranged attack (but not the second attack).

STARTOSS SHOWER

Requirements: Dex 13, Point-Blank Shot, Startoss Comet, Startoss Style, Weapon Focus with the chosen weapon, base attack bonus +4.

When you hit an opponent while using the Startoss Comet feat, you can continue to make attacks against foes that are within one range increment of all previous opponents. You determine cover for each attack from the most recently hit foe's space instead of your space, and you cannot attack an individual foe more than once during this attack action. You can make a maximum number of attacks equal to 1 + 1 per 5 points of base attack bonus you possess. If you have Vital Strike, Improved Vital Strike, or Greater Vital Strike, you can add the additional damage from those feats to the initial ranged attack (but not any subsequent attacks).

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STARTOSS STYLE

Requirements: Dex 13, Point-Blank Shot, Weapon Focus with the chosen weapon.

Choose one weapon from the thrown fighter weapon group. While using this style and the chosen weapon, you gain a bonus on damage rolls made with the weapon equal to 2 + 2 per style feat you possess that lists Startoss Style as a prerequisite (maximum +6 damage). You cannot use this ability if you are carrying a weapon or a shield in your off hand (except for a buckler).

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WEAPON FOCUS

Requirements: Proficiency with selected weapon, base attack bonus +1.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

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WEAPON PROFICIENCY, SIMPLE

Requirements: None

You make attack rolls with simple weapons without penalty.

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Description

A PFRPG character build.

Notes

Custom feat choice add at level: 5

Custom feat choice add at level: 3