

Darlene

Female halfling inquisitor (witch hunter) of God 10 - CR 9

Lawful Good Humanoid (Halfling); Deity: **God**; Age: **25**;
Height: **3' 2"**; Weight: **35lb.**; Eyes: **Blue**; Hair: **Black**; Skin:
Fair

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	11	0	
WIS WISDOM	14	+2	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+7	+1	+3	+1		
	Fearless: +2 vs. fear						
REFLEX (DEXTERITY)	+11 =	+3	+4	+3	+1		
	Fearless: +2 vs. fear						
WILL (WISDOM)	+14 =	+7	+2	+3	+2		
	Fearless: +2 vs. fear						

Judgment of Sacred Purity +3 / +6 (Su) Judgment of Sacred Resistance 8 (Cold) (Su)
Judgment of Sacred Resiliency 3 (Chaos) (Su)

	Total	Enhanc	Shield	Dex	Deflect	Dodge	Misc
Defense	14 = 10			+4			

Armor DR 2 **Flat-Footed Def** 10

Armor DR	=	Armor	HD	Nat	Nat DR	Misc
			+2			

Critical Defense	+6 =	Total	DR	Shield	Dex	Deflec	Misc
			+2		+4		

CM Bonus	+6 =	BAB	Strength	Size	Misc
		+7	+0	-1	-

CM Defense	20 = 10	BAB	Strength	Dexterity	Size
		+7	+0	+4	-1

See the AC section (above) for situational modifiers that may also apply to CMD

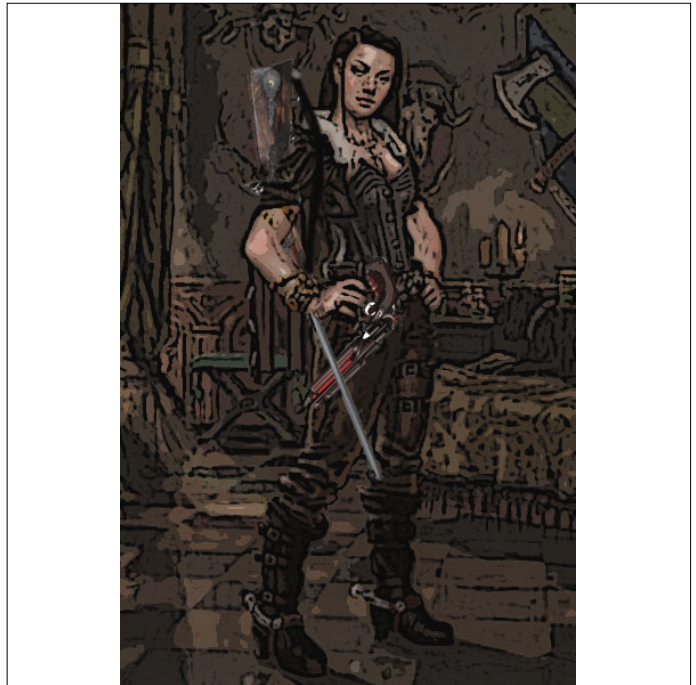
Vigor	63	Total	Damage / Current Vigor

Wound	24	Total	Damage / Current Wounds

Base Attack +7

Initiative +6

Speed 20 ft



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (4)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+3	CHA (3)	-	
Climb	+2	STR (0)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+6	DEX (4)	-	
Heal	+15	WIS (2)	10	
Intimidate	+17	CHA (3)	6	
Knowledge (religion)	+13	INT (0)	10	
Perception	+14	WIS (2)	7	
Profession (Healer)	+11	WIS (2)	6	
Ride	+4	DEX (4)	-	
Sense Motive	+16	WIS (2)	6	
Spellcraft	+9	INT (0)	6	
Spell Sage: +2 to identify a spell as it's being cast, to identify the properties of a magic item using <i>detect magic</i> , or to decipher a scroll				
Stealth	+17	DEX (4)	6	
Survival	+8	WIS (2)	3	
Swim	+0	STR (0)	-	

Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Back to Back
- Exotic Weapon Proficiency (Firearms)
- Point-Blank Shot

Feats

Precise Shot
Precise Strike
Rapid Reload (Rifle)
Rapid Shot
Shake It Off
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Freedom Fighter
Indomitable Faith

+3 distance holy reliable rifle

Ranged: **+11/+6, 1d8+3 plus 2d6 vs. evil** Crit: $\times 4$
Rng: 160'
Ranged, both hands: **+15/+10, 1d8+3 plus 2d6 vs. evil** 2-hand, B/P

Luck Blade (1 uses)

Main hand: **+6/+1, 1d4+2** Crit: 19-20/ $\times 2$
Light, P

+2 determination righteous studded leather

+5

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

Gear

Total Weight Carried: 17/75 lbs, Encumbrance Ignored

(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)

+2 determination righteous studded leather	10 lbs
+3 distance holy reliable rifle	6 lbs
Luck Blade (1 uses)	1 lb
Traveller's outfit (Free)	-

Special Abilities

Bane (+2 / 2d6, 10 rounds/day) (Su)
[N/A] Determination (1/day)
Fearless
Inquisitor (Witch Hunter) Domain (Purity)
Judgment of Sacred Destruction (Su)
Judgment of Sacred Healing 4 (Su)
Judgment of Sacred Justice +3 / +6 (Su)
Judgment of Sacred Piercing +4 (Su)
Judgment of Sacred Protection +3 / +6 (Su)
Judgment of Sacred Smiting (Magic, Good, Adamantine)
Knowledgeable Defense +3
Purifying Touch (1/day) (Su)
[N/A] Righteous (1/day)
Second Judgment (4/day) (Su)
Solo Tactics (Ex)
Spell Sage +2 (Ex)
Spell Scent (1/day)
Teamwork Feat (change 2/day)

Experience & Wealth

Experience Points: **71000/105000**
Current Cash: **150 gp**

Spell-Like Abilities

Resistant Touch +3 (5/day) (Sp)

Tracked Resources

Bane (+2 / 2d6, 10 rounds/day) (Su)
Luck Blade (1 uses)
Purifying Touch (1/day) (Su)
Second Judgment (4/day) (Su)
Spell Scent (1/day)
Teamwork Feat (change 2/day)

Languages

Common

Halfling

Spells & Powers

Inquisitor (Witch Hunter) spells known (CL 10th; concentration +12)

Melee Touch +8/+3 **Ranged Touch** +12/+7

4th (1/day)—*divine power, named bullet*^{UC}

3rd (3/day)—*cure serious wounds, litany of righteousness*^{UC}, *prayer, ward the faithful*^{APG} (DC 15)

2nd (5/day)—*aid, confess*^{APG} (DC 14), *consecrate, lesser restoration, sacred bond*^{APG} (DC 14)

1st (6/day)—*divine favor, expeditious retreat, longshot*^{UC}, *sanctuary* (DC 13), *true strike*

0th (at will)—*create water, detect poison, light, resistance, stabilize, virtue*

[D] Domain spell; **Domains** Protection, Purity