

# Theophilus Lash

Character Name  
**Inquisitor 1**  
 CLASS  
 1 (1/2) 0 / 2000  
 Character Level (CR) EXP/NEXT LEVEL

# Lucas

Player Name  
**Human / Humanoid**  
 RACE  
 33 Male  
 AGE GENDER

# Asmodeus

Deity  
**Medium / 5 ft.**  
 SIZE / FACE  
 Brown  
 EYES

# None

Region  
**6' 4" / 215 lbs.**  
 HEIGHT / WEIGHT  
 Black, Cropped  
 HAIR

# Neutral Evil

Alignment  
**Normal**  
 VISION  
 25  
 Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2		
<b>DEX</b> Dexterity	16	+3	16	+3		
<b>CON</b> Constitution	12	+1	12	+1		
<b>INT</b> Intelligence	12	+1	12	+1		
<b>WIS</b> Wisdom	18	+4	18	+4		
<b>CHA</b> Charisma	7	-2	7	-2		

<b>HP</b> hit points	9	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 30 ft.									
<b>AC</b> armor class	13	10	13	10	0	0	3	0	0	0	0	0	0	0	0	0	0	0					
<b>INITIATIVE</b> modifier		+4		+3		+1		MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST	

**Encumbrance** Light

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+3	+2	+1	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+3	+0	+3	+0	+0	+0	
<b>WILL</b> (wisdom)	+6	+2	+4	+0	+0	+0	

**Conditional Save Modifiers:**  
 +2 trait bonus on all saving throws against emotion spells and effects.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+2	+0	+2	+0	+0	0	
<b>RANGED</b> attack bonus	+3	+0	+3	+0	+0	0	
<b>CMB</b> attack bonus	+2	+0	+2	+0			
<b>CMB</b>	GRAPPLE +2	TRIP +2	DISARM +2	SUNDER +2	BULL RUSH +2	OVERRUN +2	
<b>CMD</b>	15	15	15	15	15	15	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+3	1d3+2	20/x2	5 ft.

MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
0	0	0	0	0	0	0	0

TOTAL SKILLPOINTS: 10		SKILLS		MAX RANKS: 1/1	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	=	3	
✓ Appraise	INT	1	=	1	
✓ Artistry	INT	1	=	1	
✓ Bluff	CHA	8	=	-2 + 1 + 9	
✓ Climb	STR	6	=	2 + 1 + 3	
✓ Craft (Traps)	INT	5	=	1 + 1 + 3	
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	8	=	-2 + 1 + 9	
✓ Disguise	CHA	-2	=	-2	
✓ Escape Artist	DEX	3	=	3	
✓ Fly	DEX	3	=	3	
✓ Heal	WIS	4	=	4	
✓ Intimidate	CHA	9	=	-2 + 1 + 10	
✓ Perception	WIS	8	=	4 + 1 + 3	
✓ Perform (Untrained)	CHA	-2	=	-2	
✓ Ride	DEX	3	=	3	
✓ Sense Motive	WIS	9	=	4 + 1 + 4	
✓ Spellcraft	INT	5	=	1 + 1 + 3	
✓ Stealth	DEX	7	=	3 + 1 + 3	
✓ Survival	WIS	8	=	4 + 1 + 3	
✓ Swim	STR	2	=	2	
			=	+	+
			=	+	+

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

MONEY
Total= 0 gp

MAGIC

Languages
Abyssal, Celestial, Common

Other Companions

Traits
<b>Arcane Temper</b> [Paizo Publishing - Ultimate Campaign, p.56]

You have quick reactions and fierce concentration. You gain a +1 trait bonus on concentration and initiative checks.

<b>Grief-Filled</b> [Paizo Publishing - Ultimate Campaign, p.60]
You are no stranger to loss and intense emotions. You gain a +2 trait bonus on all saving throws against emotion spells and effects.

Special Attacks
<b>Judgment / Destruction</b> [Paizo Inc. - Advanced Player's Guide, p.39]

The inquisitor is filled with divine wrath, gaining a +1 profane bonus on all weapon damage rolls.

<b>Judgment / Healing</b> [Paizo Inc. - Advanced Player's Guide, p.39]
The inquisitor is surrounded by a healing light, gaining fast healing 1. This causes the inquisitor to heal 1 point of damage each round as long as the inquisitor is alive and the judgment lasts.

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<b>Judgment / Justice</b> [Paizo Inc. - Advanced Player's Guide, p.39]
This judgment spurs the inquisitor to seek justice, granting a +1 profane bonus on all attack rolls.

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<b>Judgment / Piercing</b> [Paizo Inc. - Advanced Player's Guide, p.39]
This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +1 profane bonus on concentration checks and caster level checks made to overcome a target's spell resistance.

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<b>Judgment / Protection</b> [Paizo Inc. - Advanced Player's Guide, p.39]
The inquisitor is surrounded by a protective aura, granting a +1 profane bonus to Armor Class.

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<b>Judgment / Purity</b> [Paizo Inc. - Advanced Player's Guide, p.39]
The inquisitor is protected from the exalted taint of her foes, gaining a +1 profane bonus on all saving throws.

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<b>Judgment / Resiliency</b> [Paizo Inc. - Advanced Player's Guide, p.39]
This judgment makes the inquisitor resistant to harm, granting DR 1/magic.

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<b>Judgment / Resistance</b> [Paizo Inc. - Advanced Player's Guide, p.39]
The inquisitor is 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.

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<b>Judgment / Smiting</b> [Paizo Inc. - Advanced Player's Guide, p.39]
This judgment bathes the inquisitor's weapons in a divine light. The inquisitor's weapons count as magic for the purposes of bypassing damage reduction.

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<b>Stern Gaze (Ex)</b> [Paizo Inc. - Advanced Player's Guide, p.40]
Inquisitors are skilled at sensing deception and intimidating their foes. An inquisitor receives a +1 morale bonus on all Intimidate and Sense Motive checks.

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Special Qualities
<b>Bonus Feat</b> [Paizo Inc. - Core Rulebook, p.27]

Humans select one extra feat at 1st level.

<b>Bonus Inquisitor Spell</b> [Paizo Inc. - Advanced Player's Guide]
Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell level the inquisitor can cast.

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<b>Charm of Wisdom (Ex)</b> [Paizo Inc. - Ultimate Magic, p.41]
You use your Wisdom modifier instead of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks.

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<b>Humanoid Traits (Ex)</b> [Paizo Inc. - Core Rulebook, p.308]
Humanoids breathe, eat, and sleep.

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<b>Judgment (Profane) (Su)</b> [Paizo Inc. - Advanced Player's Guide, p.38]

Character: **Theophilus Lash**  
 Player: **Lucas**

An inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment made. An inquisitor can use this ability 1 times per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The inquisitor must participate in the combat to gain these bonuses. If she is 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 she can participate in the combat again. When the inquisitor uses this ability, she must select one type of judgment to make. As a swift action, she can change this judgment to another type.

<b>Monster Lore (Ex)</b> [Paizo Inc. - Advanced Player's Guide, p.40]
The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

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<b>Skilled</b> [Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

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<b>+1 Bonus Feat (2x)</b> [Paizo Inc. - Core Rulebook]
GM awarded PC with +1 feat.

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Feats
<b>Point-Blank Shot</b> [Paizo Inc. - Core Rulebook, p.131]

You are especially accurate when making ranged attacks against close target.

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

<b>Precise Shot</b> [Paizo Inc. - Core Rulebook, p.131]
You are adept at firing ranged attacks into melee.

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

<b>Rapid Shot</b> [Paizo Inc. - Core Rulebook, p.132]
You can make an additional ranged attack.

You can make an additional ranged attack.

When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

<b>Weapon Finesse</b> [Paizo Inc. - Core Rulebook, p.136]
You are trained in using your agility in melee combat, as opposed to brute strength.

You are trained in using your agility in melee combat, as opposed to brute strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Proficiencies
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Hair, Hanbo, Hook Hand, Javelin, Khakkhara, Kumade, Kunai, Longbow, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Stonebow, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Weighted Spear

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# Inquisitor Spells

<b>LEVEL</b>	0	1	2	3	4	5	6
<b>KNOWN</b>	5	2	—	—	—	—	—
<b>PER DAY</b>	at will	2	—	—	—	—	—
<b>Concentration</b>	+6						

## LEVEL 0 / Per Day:0 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
<p><b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> 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. <b>Aura Strength:</b> 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. <b>Lingering Aura:</b> 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   1d6 x 10 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. [SR:No]</p>					
☐☐☐☐☐ <b>Guidance</b>	Divination, VoidElementalSchool	1 standard action	1 minute or until discharged	Touch	CR:p.292
<p><b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. [SR:Yes; DC:14, Will negates (harmless)]</p>					
☐☐☐☐☐ <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
<p><b>[V, M/DF] TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. [SR:No]</p>					
☐☐☐☐☐ <b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
<p><b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> 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. [SR:Yes (harmless); DC:14, Will negates (harmless)]</p>					
☐☐☐☐☐ <b>Stabilize</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (25 ft.)	CR:p.348
<p><b>[V, S] TARGET:</b> One living creature; <b>EFFECT:</b> 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. [SR:Yes (harmless); DC:14, Will negates (harmless)]</p>					

## LEVEL 1 / Per Day:2 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Cure Light Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
<p><b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]</p>					
☐☐☐☐☐ <b>Ear-Piercing Scream</b>	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (25 ft.)	UM:p.218
<p><b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 2147483647d6 points of sonic damage. A successful save negates the daze effect and halves the damage. [SR:Yes; DC:15, Fortitude partial (see text)]</p>					

\* =Domain/Speciality Spell

# Theophilus Lash

Human

RACE

33

AGE

Male

GENDER

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

6' 4"

HEIGHT

215 lbs.

WEIGHT

Brown

EYE COLOUR

Olive

SKIN COLOUR

Black, Cropped

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Asmodeus

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

Missing one eye

## Biography:

Theo was once a dedicated inquisitor of the Church of the Fire Undying. He wasn't dedicated because he was particularly devoted to the cause- he was rather indifferent to the laws of Mitra and a little taken aback by the violent ways of his sect. But his father was an inquisitor of the Fire Undying, and his father's father, and so on and so forth- he was expected to take the role. He was dedicated because it was in his nature- he does not have many redeeming qualities, but his relentlessness and his ability to throw himself into a cause made him a valued inquisitor. One day, on a raid a suspected den of Asmodeus worshippers, he was approached by a suspect. She begged him to let her go- she was only here because her parents joined this cult, and she had no where else to go. Her appeal spoke to him, but he was also aware of the dangers of the silver tongues of Asmodeus's disciples. He decided to take her back to his home in Farholde, and attempted to judge the veracity of her story. Over time he came to realize she was telling the truth, and that once exposed to a better way of doing things, she would drop her old, evil ways. In time, they fell in love, and he went on vacation, returning with his new wife from 'abroad'. Several happy years passed- until Theo was called to a dangerous and secretive mission- he believed he was finally getting his break. But his mission turned out to be a sham- no contact was waiting for him at the rendezvous several hours outside of town. He hurried home, worry turning into panic upon seeing smoke. He arrived to his house on fire- running in, he saw his wife, slain by his former friends and coworkers of the Fire Undying. They had uncovered her past- but hadn't taken the time to see she'd changed. In a rage, he killed them all, and offered their lives up as sacrifice to his new lord- Asmodeus. Asmodeus owns his lovers soul, and only by serving him can Theo get it back. After a lifetime of servitude to Mitra rewarded with only judgment and the shattering of his happiest moments, Theo turned away from the church, and ran from his home. But he was badly burned in the process of fighting his fellow inquisitors, and collapsed just outside of his home. He now awaits execution in Brandescar prison.



## Notes:

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