

Ziltax

Male lizardfolk inquisitor of Erastil 1 - CR 1/2

Neutral Good Humanoid (Reptilian); Deity: **Erastil**; Age: **20**;
Height: **6' 2"**; Weight: **175 lb.**; Eyes: **Yellow**; Hair: **N/A**;
Skin: **Green**

| Ability | Score | Modifier | Temporary |
|----------------------------|-----------|-----------|-----------|
| STR STRENGTH | 16 | +3 | |
| DEX DEXTERITY | 14 | +2 | |
| CON CONSTITUTION | 14 | +2 | |
| INT INTELLIGENCE | 10 | 0 | |
| WIS WISDOM | 15 | +2 | |
| CHA CHARISMA | 7 | -2 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-----------|------|-----------|-----------|------|-----------|-------|
| FORTITUDE (CONSTITUTION) | +4 | = | +2 | +2 | | | |
| REFLEX (DEXTERITY) | +3 | = | | +2 | | +1 | |
| WILL (WISDOM) | +4 | = | +2 | +2 | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|---------------------|-------|-----------|-----------|-----------|-------|-----------|-------|------|
| AC 19 | = | +5 | +1 | +2 | | +1 | | |

| Touch AC | Flat-Footed AC |
|-----------|----------------|
| 12 | 17 |

| CM Bonus | BAB | Strength | Size | Misc |
|-----------|-----|----------|-----------|----------|
| +3 | = | - | +3 | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|-----------|-----------|-----------|
| 15 | = | 10 | - | +3 |

| Base Attack | HP |
|-------------|-----------|
| +0 | 11 |

| Initiative | Damage / Current HP |
|------------|---------------------|
| +8 | |

Eyes of the Hawk : +2 during surprise rounds

| Speed |
|-------------------|
| 30 / 20 ft |

Bite (Bite Helper)

Main hand: **-2, 1d3+1** Crit: x2
Light, B/P/S

Claw (Claws)

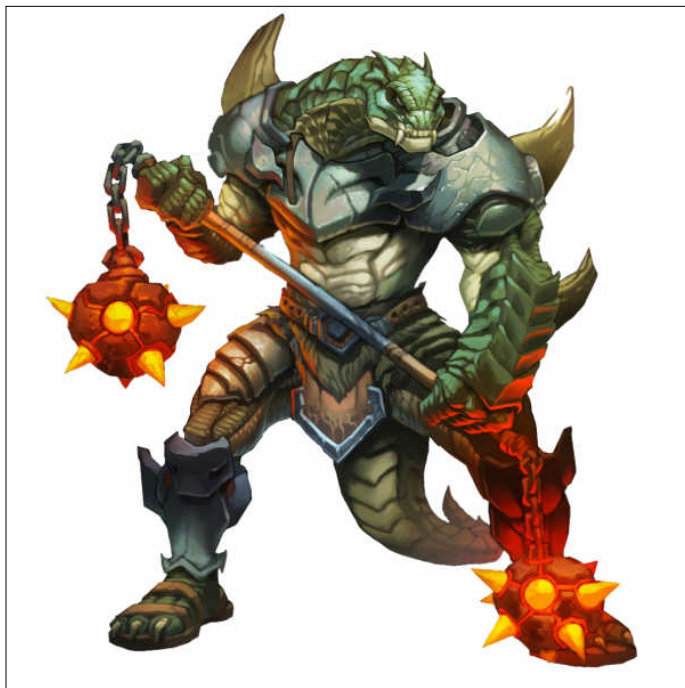
Main hand: **-2, 1d4+1** Crit: x2
Light, B/S

Gauntlet (from armor)

Main hand: **+3, 1d3+3** Crit: x2
Light, B

Longbow

Ranged, both hands: **+2, 1d8** Crit: x3
Rng: 100'
2-hand, P



| Skill Name | Total | Ability | Ranks | Temp |
|--|------------|----------|-------|------|
| Acrobatics Speed greater/less than 30 ft. : -4 to jump | -2 | DEX (2) | 1 | |
| Appraise | +0 | INT (0) | - | |
| Bluff | -2 | CHA (-2) | - | |
| Climb | +2 | STR (3) | 1 | |
| Diplomacy | -2 | CHA (-2) | - | |
| Disable Device | - | DEX (2) | - | |
| Disguise | -2 | CHA (-2) | - | |
| Escape Artist | -3 | DEX (2) | - | |
| Fly | -3 | DEX (2) | - | |
| Handle Animal | - | CHA (-2) | - | |
| Heal | +6 | WIS (2) | 1 | |
| Intimidate | -1 | CHA (-2) | - | |
| Linguistics | - | INT (0) | - | |
| Perception | +7 | WIS (2) | 1 | |
| Ride | -3 | DEX (2) | - | |
| Sense Motive | +7 | WIS (2) | 1 | |
| Sleight of Hand | - | DEX (2) | - | |
| Spellcraft | - | INT (0) | - | |
| Stealth | -3 | DEX (2) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +10 | STR (3) | 1 | |
| Use Magic Device | - | CHA (-2) | - | |

Feats

Armor Proficiency (Light)

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.

Feats

Armor Proficiency (Medium)

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.

Improved Initiative

You get a +4 bonus on initiative checks.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Dungeon Dweller

Adding this feat will let you create your own feat with a name of your choice.

Twitchy

Gain +2 trait bonus on initiative checks and +1 trait bonus on Reflex saves

Morningstar

Main hand: **+3, 1d8+3**

Crit: x2

Both hands: **+3, 1d8+4**

1-hand, B/P

Unarmed strike

Main hand: **+3, 1d3+3 nonlethal**

Crit: x2

Light, B, Nonlethal

Buckler

+1

Max Dex: -, Armor Check: -1

Spell Fail: 5%, Shield

Scale mail

+5

Max Dex: +3, Armor Check: -4

Spell Fail: 25%, Medium, Slows

Gear

**Total Weight Carried: 44/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

| | |
|-------------------------------|----------|
| Buckler | 5 lbs |
| Cleric's vestments (Free) | - |
| Holy symbol, wooden (Erastil) | - |
| Longbow | 3 lbs |
| Money | 0.02 lbs |
| Morningstar | 6 lbs |
| Scale mail | 30 lbs |

Special Abilities

Bite (Ex)

Prerequisites: Small or larger size.

Benefit: Members of this race gain a natural bite attack, dealing damage

Eyes of the Hawk (+1 Perception/+2 Init.) (Su)

You gain a racial bonus on Perception checks equal to 1/2 your cleric level (minimum +1). In addition, if you can act during a surprise round, you receive a +2 racial bonus on your Initiative check.

Inquisitor Domain (Feather)

Add Fly to your list of class skills. In addition, whenever you cast a spell that grants you a fly speed, your maneuverability increases by one step (up to perfect).

Judgment (1/day) (Su)

Starting at 1st level, 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.

Experience & Wealth

Current Cash: **1 gp**

Special Abilities

Judgment of Sacred Destruction +1 (Su)

The inquisitor is filled with divine wrath, gaining a +1 sacred/profane bonus on all weapon damage rolls. This bonus increases by +1 for every three inquisitor levels she possesses.

Judgment of Sacred Healing 1 (Su)

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. The amount of healing increases by

Judgment of Sacred Justice +1 (Su)

This judgment spurs the inquisitor to seek justice, granting a +1 sacred/profane bonus on all attack rolls. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled on all

Judgment of Sacred Piercing +1 (Su)

This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +1 sacred/profane bonus on concentration checks and caster level checks made to overcome a target's spell resistance.

Judgment of Sacred Protection +1 (Su)

The inquisitor is surrounded by a protective aura, granting a +1 sacred/profane bonus to Armor Class. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, this bonus is doubled

Judgment of Sacred Purity +1 (Su)

The inquisitor is protected from the vile taint of her foes, gaining a +1 sacred/profane bonus on all saving throws. This bonus increases by +1 for every five inquisitor levels she possesses. At 10th level, the bonus is doubled

Judgment of Sacred Resiliency 1: Magic (Su)

This judgment makes the inquisitor resistant to harm, granting DR 1/magic. This DR increases by 1 for every five levels she possesses. At 10th level, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is

Judgment of Sacred Resistance 2 (Fire) (Su)

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. The protection increases by 2 for

Judgment of Sacred Smiting (Magic) (Su)

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. At 6th level, the inquisitor's weapons also count as one alignment type (chaotic,

Monster Lore +2 (Ex)

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.

Swim (30 feet)

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or

Tracked Resources

Judgment (1/day) (Su)

Languages

Aklo

Lizardfolk

Spells & Powers

Inquisitor spells known (CL 1st; concentration +3)

Melee Touch +3 Ranged Touch +2

1st (2/day)—*divine favor, lend judgment*

0th (at will)—*detect magic, detect poison, disrupt undead, guidance*

[D] Domain spell; Domains Animal, Feather

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : -4 to jump

Sourcebooks Used

- **Advanced Player's Guide** - Inquisitor (class); Feather (special ability)
- **Advanced Race Guide** - Bite (equipment); Claws (equipment); Natural Armor (equipment); Swim (equipment)
- **Race Builder** - Custom Race - Advanced (race)
- **Strange Aeons** - Twitchy (trait)