

Kyras

Male half-elf inquisitor of Iomedae 1 - CR 1/2

Lawful Good Humanoid (Elf, Human); Deity: **Iomedae**; Age: **21**; Height: **6' 2"**; Weight: **135 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	16	+3	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				
		Elven Immunities: +2 vs. enchantments					
REFLEX (DEXTERITY)	+1 =		+1				
		Elven Immunities: +2 vs. enchantments					
WILL (WISDOM)	+5 =	+2	+3				
		Elven Immunities: +2 vs. enchantments					

Elven Immunities Elven Immunities - Sleep

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+5	+2	+1					

Touch AC	BAB	Strength	Size	Misc
11	Flat-Footed AC	17		

CM Bonus	BAB	Strength	Dexterity	Size
+1 =	-	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
12 = 10	-	+1	+1	-

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

Initiative	+1	Damage / Current HP	
-------------------	----	----------------------------	--

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

Longsword

Main hand: **+2, 1d8+1** Crit: 19-20/x2
 Both hands: **+2, 1d8+1** 1-hand, S

Heavy steel shield

+2

Max Dex: -, Armor Check: -2
 Spell Fail: 15%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (1)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	-1	STR (1)	1	
Diplomacy	+7	CHA (0)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	-5	DEX (1)	-	
Fly	-5	DEX (1)	-	
Heal	+7	WIS (3)	1	
Intimidate	+1	CHA (0)	-	
Knowledge (nature)	+5	INT (1)	1	
Monster Lore: +3 bonus to identify the abilities and weaknesses of creatures				
Perception	+11	WIS (3)	1	
Ride	-5	DEX (1)	-	
Sense Motive	+6	WIS (3)	-	
Spellcraft	+5	INT (1)	1	
Stealth	-5	DEX (1)	-	
Survival	+7	WIS (3)	1	
Swim	-5	STR (1)	-	

Feats

Alertness
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Shield Proficiency
 Simple Weapon Proficiency - All
 Skill Focus (Diplomacy)
 Step Up

Traits

Sword Scion

Special Abilities

Elf Blood
 Inquisitor Domain (Persistence Inquisition)
 Judgment (1/day) (Su)
 Judgment of Sacred Destruction +1 (Su)
 Judgment of Sacred Healing 1 (Su)
 Judgment of Sacred Justice +1 (Su)
 Judgment of Sacred Piercing +1 (Su)
 Judgment of Sacred Protection +1 (Su)
 Judgment of Sacred Purity +1 (Su)
 Judgment of Sacred Resiliency 1: Magic (Su)
 Judgment of Sacred Resistance 2 (Fire) (Su)
 Judgment of Sacred Smiting (Magic) (Su)
 Low-Light Vision
 Monster Lore +3 (Ex)
 Relentless Footing (6/day) (Ex)

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Experience & Wealth

Experience Points: 0/2,000
Current Cash: 40 gp, 8 sp

Gear

Total Weight Carried: 92/150 lbs, Medium Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Candle x10	-
Flint and steel	-
Heavy shield bash	-
Heavy steel shield	15 lbs
Holy symbol, wooden (????)	-
Holy text (????)	-
Longsword	4 lbs
Manacles	2 lbs
Mess kit	1 lb
Money	0.96 lbs
Rope	10 lbs
Scale mail	30 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Tracked Resources

Judgment (1/day) (Su)	<input type="checkbox"/>
Relentless Footing (6/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common Elven
Draconic

Spells & Powers

Inquisitor spells known (CL 1st; concentration +4)

Melee Touch +1 Ranged Touch +1

1st (2/day)—*cure light wounds, shield of faith*

0th (at will)—*detect magic, read magic, resistance, virtue*

[D] Domain spell; **Domain** Persistence Inquisition

Sourcebooks Used

- **Advanced Player's Guide** - Inquisitor (class)
- **Kingmaker** - Sword Scion (trait)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)
- **Ultimate Magic** - Persistence Inquisition (special ability)

Kyras – Abilities & Gear

Alertness Feat

You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In: Not Consolidated Skills

Skill Focus (Diplomacy) Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In: Not Consolidated Skills

Step Up Feat

You can close the distance when a foe tries to move away.

Prerequisite: Base attack bonus +1.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Sword Scion Trait

You have lived all your life in and around the city of Restov, growing up on tales of Baron Sirian Aldori and the exploits of your home city's heroic and legendary swordlords. Perhaps one of your family members was an Aldori swordlord, you have a contact among their members, or you have dreamed since childhood of joining. Regardless, you idolize the heroes, styles, and philosophies of the Aldori and have sought to mimic their vaunted art. Before you can petition to join their ranks, however, you feel that you must test your mettle. Joining an expedition into the Stolen Lands seems like a perfect way to improve your skills and begin a legend comparable to that of Baron Aldori. You begin play with a longsword or Aldori dueling sword and gain a +1 trait bonus on all attacks and combat maneuvers made with such weapons.

Appears In: Kingmaker

Elf Blood Racial Ability (Half-Elf)

Half-elves count as both elves and humans for any effect related to race.

Elven Immunities Racial Ability (Half-Elf)

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep Unknown

You are immune to magic sleep effects.

Low-Light Vision Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Judgment (1/day) (Su) Class Ability (Inquisitor)

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.

At 1st level, an inquisitor can use this ability once per day. At 4th level and every three levels thereafter, the inquisitor can use this ability one additional time 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. If the inquisitor is evil, she receives profane bonuses instead of sacred, as appropriate. Neutral inquisitors must select profane or sacred bonuses. Once made, this choice cannot be changed.

Judgment of Sacred Destruction +1 (Su) Class Ability (Inquisitor)

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) Class Ability (Inquisitor)

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 1 point for every three inquisitor levels she possesses.

Judgment of Sacred Justice +1 (Su) Class Ability (Inquisitor)

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 attack rolls made to confirm critical hits.

Judgment of Sacred Piercing +1 (Su) Class Ability (Inquisitor)

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. This bonus increases by +1 for every three inquisitor levels she possesses.

Judgment of Sacred Protection +1 (Su) Class Ability (Inquisitor)

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 against attack rolls made to confirm critical hits against the inquisitor.

Judgment of Sacred Purity +1 (Su) Class Ability (Inquisitor)

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 against curses, diseases, and poisons.

Judgment of Sacred Resiliency 1: Magic (L) Class Ability (Inquisitor)

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 opposite the inquisitor's. If she is neutral, the inquisitor does not receive this increase.

Kyras – Abilities & Gear

Judgment of Sacred Resistance 2 (Fire) (S) Class Ability (Inquisitor)

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 every three inquisitor levels she possesses.

Judgment of Sacred Smiting (Magic) (Su) Class Ability (Inquisitor)

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, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of the inquisitor's alignments. If the inquisitor is neutral, she does not receive this bonus. At 10th level, the inquisitor's weapons also count as adamantine for the purpose of overcoming damage reduction (but not for reducing hardness).

Monster Lore +3 (Ex) Class Ability (Inquisitor)

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.

Relentless Footing (6/day) (Ex) Class Ability (Cleric, Inquisitor)

As a swift action, you can add 10 feet to your land speed. This increase counts as an enhancement bonus, and it affects your jumping distance as normal for increased speed. You can use this ability a number of times per day equal to 3 + your Wisdom bonus (minimum 1).

Title - Kyras (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/03/03

XP Reward: 0 XP; **Net Cash:**

- no notes -