

Tabita la Tigre de la Diabla



Human (Chelaxian) Fighter 5/Inquisitor 2/Slayer 3 - CL10 - CR 9

Lawful Neutral Humanoid (Human); Deity: **Abadar**; Age: **18**; Height: **5' 4"**; Weight: **140lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	15	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+10	+2				
REFLEX (DEXTERITY)	+8 =	+4	+3		+1		
WILL (WISDOM)	+7 =	+5	+2				

Bravery: +1 vs. fear

Judgement of Sacred Purity +1 (Su) Judgement of Sacred Resistance 2 (-)

Judgement of Sacred Resiliency 1: Magic	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
	AC 13 =			+3					

Touch AC	Flat-Footed AC
13	10

Heart of the Streets: +1 Dodge bonus when adjacent to at least two other allies

CM Bonus	BAB	Strength	Size	Misc
+12 =	+9	+3	-	-

CM Defense	BAB	Strength	Dexterity	Size
25 = 10	+9	+3	+3	-

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

Base Attack	HP
+9	91

Critical Focus: +4 circumstance bonus to confirm critical hits

Initiative
+5

Speed
35 ft

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Appraise	+2	INT (2)	-	
Bluff	+10	CHA (2)	5	
Climb	+3	STR (3)	-	
Diplomacy	+10	CHA (2)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+2	WIS (2)	-	
Intimidate	+16	CHA (2)	10	
Perception	+15	WIS (2)	10	
Ride	+3	DEX (3)	-	
Sense Motive	+16	WIS (2)	10	
Stealth	+16	DEX (3)	10	
Survival	+2	WIS (2)	-	
Swim	+3	STR (3)	-	

Track: +1 to track, Track: +1 to track

Feats

- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Blind-Fight
- Combat Reflexes (4 AoO/round)
- Critical Focus
- Devastating Strike
- Fleet
- Improved Critical (-Choose-)
- Lunge
- Martial Weapon Proficiency - All
- Power Attack -3/+6
- Shield Proficiency
- Simple Weapon Proficiency - All
- Tower Shield Proficiency
- Vital Strike
- Weapon Focus (-Choose-)

Special Abilities

- Bravery +1 (Ex)
- Favored Target (+1, 1 at a time, Move) (Ex)
- Heart of the Streets
- Inquisitor Domain (Order Inquisition)
- Judgement (1/day) (Su)
- Judgement of Sacred Destruction +1 (Su)
- Judgement of Sacred Healing 1 (Su)
- Judgement of Sacred Justice +1 (Su)
- Judgement of Sacred Piercing +1 (Su)
- Judgement of Sacred Protection +1 (Su)
- Judgement of Sacred Smiting (Magic) (Su)
- Mantle against Chaos (2 minutes/day) (Sp)
- Monster Lore +2 (Ex)
- Sneak Attack +1d6
- Track +1
- Weapon Training (Pole Arms) +1 (Ex)

Gear

Total Weight Carried: 0/260lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)
Money -

Spell-Like Abilities

Detect Alignment (At will) (Sp)

Tracked Resources

Judgement (1/day) (Su)

Mantle against Chaos (2 minutes/day) (Sp)

Languages

Common

Spells & Powers

Inquisitor spells known (CL 2nd; concentration +4)

Melee Touch +12 Ranged Touch +12

1st (3/day)—bane (DC 13), command (DC 13), doom (DC 13)

0th (at will)—bleed (DC 12), disrupt undead, light, resistance, virtue

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

Experience & Wealth

Current Cash: **You have no money!**