

## Hana



**Female human (varisian) inquisitor of Asmodeus 2 - CR 1**

Lawful Evil Humanoid (Human); Deity: **Asmodeus**; Age: **23**; Height: **4' 7"**; Weight: **106lb.**; Eyes: **Hazel**; Hair: **Black**; Skin: **Olive**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	14	+2	
<b>WIS</b> WISDOM	17	+3	
<b>CHA</b> CHARISMA	12	+1	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4	=	+3	+1			
<b>REFLEX</b> (DEXTERITY)	+1	=		+1			
<b>WILL</b> (WISDOM)	+6	=	+3	+3			

Judgment of Profane Purity +1 (Su)      Judgment of Profane Resistance 2 (Fire)  
Judgment of Profane Resiliency 1: Magic

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 15	=	+4	+1					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	14				

CM Bonus	BAB	Strength	Size	Misc
+3	+1	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
14	= 10	+1	+2	+1

<b>Base Attack</b>	+1	<b>HP</b>	20
--------------------	----	-----------	----

Initiative	Damage / Current HP
+4	

<b>Speed</b>	30 ft
--------------	-------

### Light mace

Main hand: **+3, 1d6+2**      Crit: x2  
Light, B

### Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2  
Spell Fail: 20%, Light

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+1	DEX (1)	2	
<b>Appraise</b>	+2	INT (2)	-	
<b>Bluff</b>	+6	CHA (1)	2	
<b>Climb</b>	+0	STR (2)	-	
<b>Diplomacy</b>	+6	CHA (1)	2	
<b>Disguise</b>	+6	CHA (1)	2	
<b>Escape Artist</b>	-1	DEX (1)	-	
<b>Fly</b>	-1	DEX (1)	-	
<b>Heal</b>	+3	WIS (3)	-	
<b>Intimidate</b>	+7	CHA (1)	2	
<b>Linguistics</b>	+4	INT (2)	2	
<b>Perception</b>	+8	WIS (3)	2	
<b>Ride</b>	+4	DEX (1)	2	
<b>Sense Motive</b>	+9	WIS (3)	2	
<b>Stealth</b>	-1	DEX (1)	-	
<b>Survival</b>	+3	WIS (3)	-	
<b>Swim</b>	+0	STR (2)	-	

### Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Favored Judgment (Humanoid (human))
- Judgment Surge (1/day)
- Shield Proficiency
- Simple Weapon Proficiency - All

### Special Abilities

- Inquisitor Domain (Law)
- Judgment (1/day) (Su)
- Judgment of Profane Destruction (Su)
- Judgment of Profane Healing 1 (Su)
- Judgment of Profane Justice +1 (Su)
- Judgment of Profane Piercing +1 (Su)
- Judgment of Profane Protection +1 (Su)
- Judgment of Profane Smiting (Magic) (Su)
- Monster Lore +3 (Ex)
- Track +1

### Spell-Like Abilities

- Detect Alignment (At will) (Sp)
- Touch of Law (6/day) (Sp)      □□□□□□

## Gear

**Total Weight Carried: 29/175 lbs, Light Load**  
**(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Lamellar (leather) armor	25 lbs
Light mace	4 lbs
Money	-

## Tracked Resources

Judgment (1/day) (Su)	<input type="checkbox"/>
Judgment Surge (1/day)	<input type="checkbox"/>

## Languages

Azlanti	Osiriani, Ancient
Common	Polyglot
Osiriani	Varisian

## Spells & Powers

**Inquisitor spells known** (CL 2nd; concentration +5)

**Melee Touch +3 Ranged Touch +2**

**1st (3/day)**—*command* (DC 14), *ear-piercing scream*<sup>UM</sup> (DC 14), *lock gaze*<sup>UC</sup> (DC 14)

**0th (at will)**—*acid splash*, *bleed* (DC 13), *daze* (DC 13), *read magic*, *virtue*

[D] Domain spell; **Domain Law**

## Background

A deposed inquisitor from Rahadoumi infamous for her brutality. Wanted for murder in Rahadoum after an interrogation/torture session on a merchant's son resulted in his death.

Fled to the Man's Promise so that she could enact her own perverted form of justice.

**JUDGMENT:** Piercing (+3 to conc. checks with Surge and favored bonus)

**MOOD:** Hostile

**SPECIAL:** Unlikely to be swayed by anything the party members may say.

**MORALE:** Opens with Judgment Surge and attempts to use Lock Gaze on the toughest of party members. Then uses Command to cause one member to drop their weapon, followed by Ear-Piercing Scream on a caster.

## Experience & Wealth

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