

НАТАША ИЛЬЯНОВИЧ: ФЕМАЛЕ ПУМАН ИНКВИЗИТОР



НЕДЕХОДУС ІСОНІС:
НАТАША ІЛЬЯНОВІЧА

NATASHA ILYANOVKA

Female Human inquisitor 3

LN Medium humanoid

Homeland Arman Protectorate

Deity Sanguine Covenant (Koliav)

Init +3; **Senses** Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 26 (3d8+9)

Fort +4; **Ref** +2; **Will** +5

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk earthbreaker +6 (2d6+4/x3)

Special Attack Judgement (1/day, +1 attack rolls)

Inquisitor Spell-Like Abilities (CL 3; concentration +5)

At will—*detect chaos, detect evil, detect good, detect law*

Inquisitor Spells Known (CL 3; concentration +5)

1st (4/day)—*linebreaker, magic weapon, shield of faith, wrath*

0th (at will)—*brand (DC 12), create water, detect magic, detect poison, guidance, light*

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 16

Feats Back to Back, Heavy Armor Proficiency, Power Attack, Toughness

Skills Climb +4, Diplomacy +6, Intimidate +7, Knowledge (arcana) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +8, Sense Motive +3, Survival +3; **Modifiers** +2 bonus on all knowledge checks to identify creatures.

Languages Common

SQ Cunning initiative, domain (persistence inquisition), monster lore, solo tactics and teamwork feats, stern gaze, track

SPECIAL ABILITIES

Cunning Initiative (Ex) Natasha adds her Wisdom modifier on initiative checks.

Domain Natasha has the Persistence Inquisition. This grants her the Step Up feat as a bonus feat as well as the Relentless Footing extraordinary ability. Relentless Footing allows her to add 10 feet to her land speed as a swift action up to 5 times per day.

Judgement (Su) Natasha can pronounce judgement on her foes as a swift action. She can use this ability once per day and her favored judgement is justice, which currently grants her a +1 sacred bonus on all attack rolls.

Monster Lore (Ex) Natasha adds her Wisdom modifier on all Knowledge checks made to identify the abilities and weaknesses of creatures.

Solo Tactics and Teamwork Feats (Ex) Natasha's allies are treated as having any teamwork feats she has in order for her to benefit from them. Her allies do not gain any bonuses from the feat unless they also possess the feat. She also gains a bonus teamwork feat, she has chosen Back to Back.

Stern Gaze (Ex) Natasha adds half her level as a morale bonus on all Intimidate and Sense Motive checks.

Track (Ex) Natasha adds half her level on Survival checks to follow or identify tracks.

EQUIPMENT

Masterwork earthbreaker, masterwork banded mail, backpack; backpack contains a traveller's any-tool, a wand of cure light wounds, [2] potions of bless weapon, [2] potions of remove fear, a potion of bull's strength, a potion of bear's endurance, a potion of aid, [2] potions of jump, a potion of shield of faith (+2), and a purse containing 3gp, 10sp, and 12cp.

THE ARMAN PROTECTORATE

Located in Southern Exodus, the lands of the Arman Protectorate were conquered by the Arman—seaborne raiders that migrated to Exodus over eight centuries ago. Over the past six centuries, the Arman Protectorate has developed firearms to combat its neighbor and traditional enemy, the Dominion. In the Protectorate, the worst crime one can do—punishable by death—is to betray the secrets of gun-making to those outside Protectorate citizenship. Thus, the Protectorate is the only nation in the Imperial Alliance to possess this technology. It also possesses the best and largest collection of golems and automatons, which they call “clockwork warriors.” The Arman value personal achievement above all, and those with great talents and abilities may rise to great heights within Arman society.

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Female Human inquisitor 3

LN Medium humanoid

Homeland Arman Protectorate

Deity Sanguine Covenant (Koliav)

Init +3; **Senses** Perception +10

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 36 (5d8+10)

Fort +6; **Ref** +3; **Will** +7

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 earthbreaker +8 (2d6+7/x3)

Special Attack Judgement (2/day, +2 attack rolls)

Inquisitor Spell-Like Abilities (CL 5; concentration +7)

At will—*detect chaos, detect evil, detect good, detect law*

Inquisitor Spells Known (CL 5; concentration +7)

2nd (3/day)—*death knell, flames of the faithful, spiritual weapon*

1st (5/day)—*linebreaker, magic weapon, shield of faith, wrath*

0th (at will)—*brand (DC 12), create water, detect magic, detect poison, guidance, light*

STATISTICS

Str 18, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 18

Feats Back to Back, Extended Bane, Heavy Armor Proficiency, Power Attack, Toughness

Skills Climb +7, Diplomacy +8, Intimidate +10, Knowledge (arcana) +8, Knowledge (planes) +8, Knowledge (religion) +8, Perception +10, Sense Motive +4, Survival +4; **Modifiers** +2 bonus on all knowledge checks to identify creatures.

Languages Common

SQ Cunning initiative, discern lies, domain (persistence inquisition), monster lore, solo tactics and teamwork feats, stern gaze, track

SPECIAL ABILITIES

Bane (Su) Natasha can bestow the bane weapon special ability as a swift action to her weapon. The type can be changed as a swift action as well and the ability only functions while Natasha handles the weapon. This ability can be used for 7 rounds a day.

Cunning Initiative (Ex) Natasha adds her Wisdom modifier on initiative checks.

Discern Lies (Sp) Natasha can use discern lies as the spell for 5 rounds a day. Activating this ability is an immediate action.

Domain Natasha has the Persistence Inquisition. This grants her the Step Up feat as a bonus feat as well as the Relentless Footing extraordinary ability. Relentless Footing allows her to add 10 feet to her land speed as a swift action up to 5 times per day.

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Stern Gaze (Ex) Natasha adds half her level as a morale bonus on all Intimidate and Sense Motive checks.

Track (Ex) Natasha adds half her level on Survival checks to follow or identify tracks.

EQUIPMENT

+1 *earthbreaker*, +1 *field plate*, *cloak of resistance* +1, *handy haversack*; haversack contains a *potion of bull's strength*, a *potion of bear's endurance*, a *potion of barkskin* (+2), a *potion of aid*, [2] *potions of enlarge person*, [2] *potions of shield*, [2] *potions of jump*, [2] *potions of shield of faith* (+2), and a *potion of bless weapon* in one of the side compartments, while the other side compartment contains a *wand of cure light wounds*, and a *scroll of flames of the faithful*. The center compartment contains a traveller's any-tool, as well as a purse containing 8gp, 12sp, and 20cp.

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