

## Salvadora Beckett

Female Half-orc Inquisitor of Iomedae 4  
LN Medium humanoid (half-orc)  
**Init** +5; **Senses** Perception +9

### Defenses

**AC** 19, touch 12 (+6 armor, +21 Dex, +1 ring prot)  
**hp** 29 (4d8+4+fav class)  
**Fort** +5, **Ref** +3, **Will** +7

### Offense

**Speed** 30 ft.  
**Melee** +5 longsword (1d8+3, 19-20 x2)  
**Ranged** +6 comp. shortbow (1d6+2)  
**Special Attacks** Judgment 2/day  
**Domain Spell-Like Abilities** (CL 5<sup>th</sup>)  
War – *battle rage*, can inspire a creature by touch giving +2 damage for 1 round 3+WIS/day



### **Inquisitor Spells Prepared** (CL 5<sup>th</sup>)

2<sup>nd</sup> (2) – knock, see invisibility  
1<sup>st</sup> (4) – protection from evil (+2 AC/saves vs evil 1 min), divine favor (+2 att/dmg 1 min), cure light wounds, comprehend languages  
0<sup>th</sup> (4) – detect magic, detect poison, disrupt undead, acid splash, stabilize, resistance

### Tactics

**During Combat** With the rest of the God Squad, Salvadora is usually the scout/spotter/sniper. She uses her *judgments* based on the situation – often using Justice while sniping, Resiliency in melee, or a more specialized one as the situation merits. If forced into melee she uses her longsword two-handed.

### Statistics

**Str** 14, **Dex** 14, **Con** 12, **Int** 10, **Wis** 17, **Cha** 8  
**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Lookout (adjacent allies act in surprise round), Point Blank Shot, Precise Shot  
**Skills** Acrobatics +6, Bluff +3, Climb +6, Disguise +3, Escape Artist +6, Handle Animal +3, Heal +7, Intimidate +7, Kno (arc) +4, Kno (dun) +4, Kno (relig) +4, Kno (plane) +4, Perception +9, Sense Motive +11, Stealth +9, Survival +7, Swim +7

**Special Abilities** Monster Lore (WIS to monster ID skill checks), Stern Gaze (+1/2 lvl to Intimidate, Sense Motive), Cunning Initiative (WIS to Init), Track (+1/2 level to Survival checks to track), Solo Tactics (teammates count as having teamwork feats), Darkvision, Intimidating (+2 to Intimidate), Orc Ferocity (fight on 1 round)

**Languages** Common, Orc

**Combat Gear** masterwork chainmail, +1 ring of protection, masterwork composite shortbow of STR +2