

# Ripshod Rottenshank

Character Number: 121835 - 6



## Player: Skills

Male half-orc inquisitor (sin eater) of Sarenrae 1,  
Sovereign Court faction - CR 1/2

Chaotic Good Humanoid (Human, Orc); Deity: **Sarenrae**;  
Age: **23**; Height: **6' 10"**; Weight: **318lb.**; Eyes: **Blk**; Hair:  
**Red**; Skin: **Grey**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>18</b>	<b>+4</b>	
<b>DEX</b> DEXTERITY	<b>11</b>	<b>0</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>8</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>16</b>	<b>+3</b>	
<b>CHA</b> CHARISMA	<b>7</b>	<b>-2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	=	<b>+2</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+0</b>	=					
<b>WILL</b> (WISDOM)	<b>+6</b>	=	<b>+2</b>	<b>+3</b>		<b>+1</b>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 16</b>	=	<b>+4</b>	<b>+2</b>					<b>+6</b>

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>10</b>	<b>16</b>		<b>+4</b>		

CM Bonus		BAB	Strength	Dexterity	Size
<b>+4</b>	=	<b>-</b>	<b>+4</b>	<b>-</b>	<b>-</b>

CM Defense		BAB	Strength	Dexterity	Size
<b>14</b>	=	<b>10</b>	<b>-</b>	<b>+4</b>	<b>+0</b>

Base Attack	HP
<b>+0</b>	<b>11</b>

Initiative	Damage / Current HP
<b>+2</b>	

Speed
<b>30 / 20 ft</b>

### Bite (Razortusk)

Main hand: **-1, 1d4+2** Crit: x2  
Light, B/P/S

### Dagger

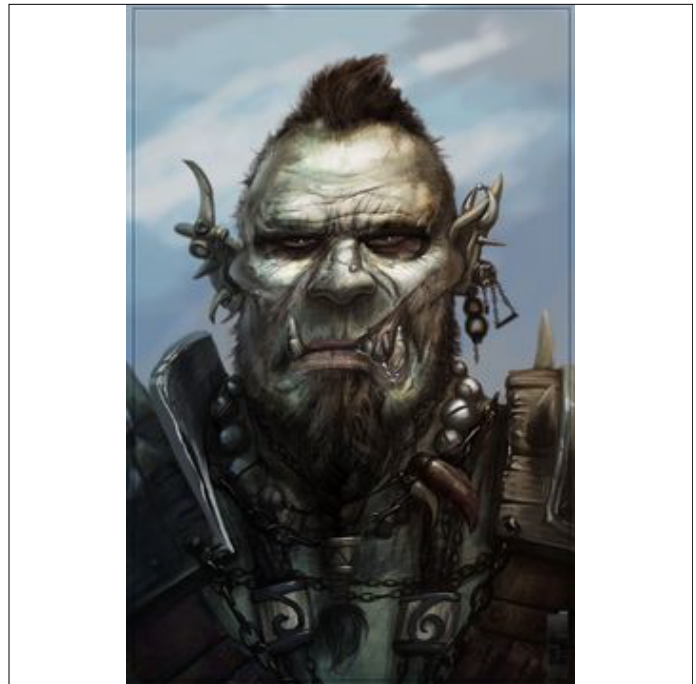
Main hand: **+4, 1d4+4** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+0, 1d4+4** Light, P/S

### Falchion

Both hands: **+4, 2d4+6** Crit: 18-20/x2  
2-hand, S

### Scimitar

Main hand: **+4, 1d6+4** Crit: 18-20/x2  
Both hands: **+4, 1d6+6** 1-hand, S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-5</b>	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-2</b>	CHA (-2)	-	
<b>Climb</b>	<b>+3</b>	STR (4)	1	
<b>Diplomacy</b>	<b>-2</b>	CHA (-2)	-	
<b>Disguise</b>	<b>-2</b>	CHA (-2)	-	
<b>Escape Artist</b>	<b>-5</b>	DEX (0)	-	
<b>Fly</b>	<b>-5</b>	DEX (0)	-	
<b>Heal</b>	<b>+7</b>	WIS (3)	1	
<b>Intimidate</b>	<b>+5</b>	CHA (-2)	1	
<b>Perception</b>	<b>+7</b>	WIS (3)	1	
<b>Ride</b>	<b>-5</b>	DEX (0)	-	
<b>Sense Motive</b>	<b>+8</b>	WIS (3)	1	
<b>Stealth</b>	<b>-5</b>	DEX (0)	-	
<b>Survival</b>	<b>+3</b>	WIS (3)	-	
<b>Swim</b>	<b>-1</b>	STR (4)	-	

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Razortusk  
Shield Proficiency  
Simple Weapon Proficiency - All

### Traits

Indomitable Faith  
Reactionary

### Heavy steel shield

+2

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

### Hide armor

+4

Max Dex: +4, Armor Check: -3  
Spell Fail: 20%, Medium, Slows

### Gear

**Total Weight Carried: 75/300 lbs, Light Load**

**(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)**

Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Custom Container	-
Dagger	1 lb
Falchion	8 lbs
Fishhook x2	-
Flint and steel	-
Heavy shield bash	-
Heavy steel shield	15 lbs
Hide armor	25 lbs
Holy symbol, wooden (Saranae)	-
Mug/tankard	1 lb
Sack (empty)	0.5 lbs
Scimitar	4 lbs
Sewing needle	-
Signal whistle	-
String or twine	0.5 lbs
Thread (50 ft.)	0.5 lbs
Trail rations x7	1 lb
Traveller's outfit (Free)	-
Waterskin	4 lbs
Whetstone	1 lb

### Special Abilities

Darkvision (60 feet)  
 Eat Sin 1d8+1 (Sp)  
 Fast Healing 1 (Ex)  
 Judgment (1/day) (Su)  
 Judgment of Sacred Destruction (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)  
 Monster Lore +3 (Ex)  
 Orc Blood  
 Orc Ferocity (1/day)

### Tracked Resources

Dagger	<input type="checkbox"/>
Judgment (1/day) (Su)	<input type="checkbox"/>
Orc Ferocity (1/day)	<input type="checkbox"/>

### Experience & Wealth

Experience Points: 1/3  
Current Cash: **462 gp, 7 sp**  
Sovereign Court: **Fame: 2, PP: 2**

### Tracked Resources

Trail rations

### Languages

Common

Orc

### Spells & Powers

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

**Melee Touch +4 Ranged Touch +0**

**1st (2/day)**—*cure light wounds*, *divine favor*

**0th (at will)**—*brand*<sup>APG</sup> (DC 13), *detect magic*, *read magic*, *stabilize*

### Background

Ripshod Rottenshank hails from Vigil near Belkzen hold. Conceived from the rape of his mother by Orcs after a raid on his mother's caravan. Although his true name is Trevor Rawthorn, he earned his nickname from years of teasing and torment by other school children. He grew up fighting bullies and protecting his family and developed an overwhelming hatred of Orcs. As he grew up without a father and endured years of bullying, he was easily influenced by a Priest of Saranae. His anger from being bullied and his yearning for justice lead him to the path of Inquisitor.

He set out at the young age of 18 to seek enemies of Saranae and prove to his tormentors that he is worthy of honor.

Ripshod's mother Rashanna and his older sister Oolana still live in Vigil. They are a tightly bonded family through tragedy and both deeply care for and are very protective of Ripshod.

### Sourcebooks Used

- **Advanced Player's Guide** - Brand (spell); Inquisitor (class); Razortusk (feat)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - String or twine (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Indomitable Faith (trait)
- **Pathfinder Society Field Guide** - Thread (50 ft.) (equipment)
- **Ultimate Magic** - Sin Eater (archetype)