

## Aelfread

Male half-elf inquisitor of Sarenrae 17/ninja (unchained)  
 17/gestalt 17 - CL17 - CR 50  
 Neutral Good Humanoid (Elf, Human); Deity: **Sarenrae**; Age: **24**; Height: **5' 9"**; Weight: **135 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>18/22</b>	<b>+4/+6</b>	
<b>DEX</b> DEXTERITY	<b>15/19</b>	<b>+2/+4</b>	
<b>CON</b> CONSTITUTION	<b>15</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>15</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>15/19</b>	<b>+2/+4</b>	
<b>CHA</b> CHARISMA	<b>13</b>	<b>+1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+16</b>	=	<b>+10</b>	<b>+2</b>	<b>+4</b>		
	Elven Immunities: +2 vs. enchantments						
<b>REFLEX</b> (DEXTERITY)	<b>+20</b>	=	<b>+10</b>	<b>+4</b>	<b>+4</b>	<b>+2</b>	
	Danger Sense: +3 bonus vs. traps, Elven Immunities: +2 vs. enchantments						
<b>WILL</b> (WISDOM)	<b>+18</b>	=	<b>+10</b>	<b>+4</b>	<b>+4</b>		
	Elven Immunities: +2 vs. enchantments						

Elven Immunities	Elven Immunities - Sleep
Total	Armor Shield Dex Size Natur Deflec Dodge Misc
<b>AC</b> <b>33</b> = <b>10</b> <b>+7</b>	<b>+4</b>

<b>Touch AC</b> <b>22</b>	<b>Flat-Footed AC</b> <b>29</b>
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<b>CM Bonus</b> <b>+18</b> =	<b>+12</b>	<b>+6</b>	-	-
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<b>CM Defense</b> <b>40</b> = <b>10</b>	<b>+12</b>	<b>+6</b>	<b>+4</b>	-
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<b>Base Attack</b>	<b>+12</b>	<b>HP</b>	<b>204</b>
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<b>Initiative</b>	<b>+8</b>	Damage / Current HP
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<b>Speed</b>	<b>30 ft</b>
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**+1 composite longbow**

Ranged, both hands: **+18/+13/+8**, **1d8+5** Crit: x3  
 Rng: 110'  
 2-hand, P

Outflank: +2 bonus when flanking foe with ally w/this feat

**+5 leather armor**

**+7**

Max Dex: +6, Armor Check: -  
 Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+25</b>	DEX (4)	12	
<b>Appraise</b>	<b>+2</b>	INT (2)	-	
<b>Bluff</b>	<b>+6</b>	CHA (1)	2	
<b>Climb</b>	<b>+13</b>	STR (6)	4	
<b>Craft (alchemy)</b>	<b>+10</b>	INT (2)	5	
<b>Diplomacy</b>	<b>+5</b>	CHA (1)	1	
<b>Disable Device</b>	<b>+18</b>	DEX (4)	13	
<b>Disguise</b>	<b>+6</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+12</b>	DEX (4)	5	
<b>Fly</b>	<b>+5</b>	DEX (4)	1	
<b>Handle Animal</b>	<b>+3</b>	CHA (1)	2	
<b>Heal</b>	<b>+9</b>	WIS (4)	2	
<b>Intimidate</b>	<b>+15</b>	CHA (1)	3	
<b>Knowledge (arcana)</b>	<b>+17</b>	INT (2)	12	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
<b>Knowledge (dungeoneering)</b>	<b>+11</b>	INT (2)	6	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
<b>Knowledge (history)</b>	<b>+9</b>	INT (2)	7	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
<b>Knowledge (local)</b>	<b>+17</b>	INT (2)	10	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
<b>Knowledge (nature)</b>	<b>+12</b>	INT (2)	7	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
<b>Knowledge (nobility)</b>	<b>+8</b>	INT (2)	3	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
<b>Knowledge (planes)</b>	<b>+14</b>	INT (2)	9	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
<b>Knowledge (religion)</b>	<b>+15</b>	INT (2)	10	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
<b>Linguistics</b>	<b>+6</b>	INT (2)	1	
<b>Perception</b>	<b>+25</b>	WIS (4)	16	
Danger Sense: +3 bonus to avoid being surprised by a foe, Guided Eyes: +4 sacred bonus to see through a disguise or find something that is hidden or concealed.				
<b>Profession (driver)</b>	<b>+9</b>	WIS (4)	2	
<b>Ride</b>	<b>+8</b>	DEX (4)	1	
<b>Sense Motive</b>	<b>+17</b>	WIS (4)	2	
<b>Sleight of Hand</b>	<b>+8</b>	DEX (4)	1	
<b>Spellcraft</b>	<b>+14</b>	INT (2)	9	
<b>Stealth</b>	<b>+20</b>	DEX (4)	13	
<b>Survival</b>	<b>+11</b>	WIS (4)	4	
Track: +8 to track				
<b>Swim</b>	<b>+6</b>	STR (6)	-	
<b>Use Magic Device</b>	<b>+11</b>	CHA (1)	7	

## Feats

Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Blades Above and Below  
 Extra Bane  
 Extra Ki  
 Improved Critical (Heavy Blades)  
 Improved Outflank  
 Improved Precise Strike  
 Lightning Reflexes  
 Outflank  
 Passing Grace  
 Point-Blank Shot  
 Precise Shot  
 Precise Strike  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Skill Focus (Acrobatics)  
 Two-Weapon Fighting  
 Vital Strike  
 Weapon Finesse

## Traits

Flame of the Dawnflower  
 Foster Child (Ex)

### +2 scimitar

Main hand: **+20/+15/+10, 1d6+8** Crit: 15-20/×2+2 fire  
 Both hands: **+20/+15/+10, 1d6+11** 1-hand, S

Main w/ offhand: **+16/+11/+6, 1d6+8**

Main w/ light off: **+18/+13/+8, 1d6+8**

Offhand: **+16, 1d6+5**

Outflank: +2 bonus when flanking foe with ally w/this feat

### +3 scimitar

Main hand: **+21/+16/+11, 1d6+9** Crit: 15-20/×2+2 fire  
 Both hands: **+21/+16/+11, 1d6+12** 1-hand, S

Main w/ offhand: **+17/+12/+7, 1d6+9**

Main w/ light off: **+19/+14/+9, 1d6+9**

Offhand: **+17, 1d6+6**

Outflank: +2 bonus when flanking foe with ally w/this feat

## Experience & Wealth

Current Cash: **5,753 gp**

### Earthfire shuriken

Ranged: **+17/+12/+7, 1d2+7** Crit: ×2

Ranged w/ offhand: **+13/+8/+3, 1d2+7** Rng: 10'  
Light, P, Monk

Ranged w/ light off: **+15/+10/+5, 1d2+7**

Ranged offhand: **+15, 1d2+4**

Outflank: +2 bonus when flanking foe with ally w/this feat

### Handaxe

Main hand: **+14/+9/+4, 1d6+6** Crit: ×3

Main w/ offhand: **+10/+5/+0, 1d6+6** Light, S

Main w/ light off: **+12/+7/+2, 1d6+6**

Offhand: **+12, 1d6+3**

Outflank: +2 bonus when flanking foe with ally w/this feat

### Sai

Main hand: **+18/+13/+8, 1d4+6** Crit: ×2

Main w/ offhand: **+14/+9/+4, 1d4+6** Rng: 10'  
Light, B, Disarm,

Main w/ light off: **+16/+11/+6, 1d4+6**

Offhand: **+16, 1d4+3**

Outflank: +2 bonus when flanking foe with ally w/this feat

### Sai

Main hand: **+18/+13/+8, 1d4+6** Crit: ×2

Main w/ offhand: **+14/+9/+4, 1d4+6** Rng: 10'  
Light, B, Disarm,

Main w/ light off: **+16/+11/+6, 1d4+6**

Offhand: **+16, 1d4+3**

Outflank: +2 bonus when flanking foe with ally w/this feat

### Scimitar

Main hand: **+18/+13/+8, 1d6+6** Crit: 15-20/×2+2 fire

Both hands: **+18/+13/+8, 1d6+9**

Main w/ offhand: **+14/+9/+4, 1d6+6**

Main w/ light off: **+16/+11/+6, 1d6+6**

Offhand: **+14, 1d6+3**

Outflank: +2 bonus when flanking foe with ally w/this feat

## Validation Report

**Validation Report (0 issues):** Nothing identified

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## Shuriken

Ranged: **+16/+11/+6, 1d2+6**  
 Ranged w/ offhand: **+12/+7/+2, 1d2+6**

Crit: x2  
 Rng: 10'  
 Light, P, Monk

Ranged w/ light off: **+14/+9/+4, 1d2+6**

Ranged offhand: **+14, 1d2+3**

Outflank: +2 bonus when flanking foe with ally w/this feat

## Unarmed strike

Main hand: **+18/+13/+8, 1d3+6 nonlethal**

Crit: x2  
 Light, B, Nonlethal

Main w/ offhand: **+14/+9/+4, 1d3+6 nonlethal**

Main w/ light off: **+16/+11/+6, 1d3+6 nonlethal**

Offhand: **+16, 1d3+3 nonlethal**

Outflank: +2 bonus when flanking foe with ally w/this feat

## Gear

**Total Weight Carried: 201.2/520 lbs, Encumbrance Ignored**

**(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)**

+1 animal-bane arrows x50	0.15 lbs
+1 arrows x10	0.15 lbs
+1 composite longbow	3 lbs
+1 seeking arrows x50	0.15 lbs
+2 scimitar	4 lbs
+3 scimitar	4 lbs
+5 leather armor	15 lbs
Amulet of natural armor +4	-
Backpack (18 @ 22.5 lbs)	2 lbs
Bag of holding I (empty)	15 lbs
Bedroll <In: Backpack (18 @ 22.5 lbs)>	5 lbs
Belt of physical might +4 (Str, Dex)	1 lb
Belt pouch (1 @ 0 lbs)	0.5 lbs
Blanket, winter	3 lbs
Boots of elvenkind	1 lb
Bracers of archery, lesser	1 lb
Candle x10 <In: Backpack (18 @ 22.5 lbs)>	-
Candle x10	-
Candle lamp	1 lb
Cleats	2 lbs
Cloak of fiery vanishing (1/day)	1 lb
Cold weather outfit	7 lbs
Earthfire shuriken x15	0.1 lbs
Explorer's outfit (Free)	-
Flint and steel <In: Backpack (18 @ 22.5 lbs)>	-
Handaxe	3 lbs
Headband of inspired wisdom +4	1 lb
Heatstone x30	1 lb
Holy symbol, wooden (surunrae)	-
Holy text (surunrae) <In: Backpack (18 @ 22.5 lbs)>	-
Manacles <In: Backpack (18 @ 22.5 lbs)>	2 lbs
Masterwork cold iron arrows x50	0.15 lbs
Mess kit <In: Backpack (18 @ 22.5 lbs)>	1 lb
Money <In: Belt pouch (1 @ 0 lbs)>	-
Pot <In: Backpack (18 @ 22.5 lbs)>	4 lbs

## Gear

**Total Weight Carried: 201.2/520 lbs,**

**Encumbrance Ignored**

**(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)**

Pot	4 lbs
Potion of cure moderate wounds x2	-
Potion of neutralize poison	-
Potion of remove curse	-
Ring of protection +4	-
Rope <In: Backpack (18 @ 22.5 lbs)>	10 lbs
Sai	1 lb
Sai	1 lb
Scabbard of vigor (1/day)	3 lbs
Scimitar	4 lbs
Shoes of lightning leaping (1/day)	1 lb
Shovel	8 lbs
Shuriken x6	0.1 lbs
Signal whistle	-
Skis and poles	6 lbs
Slaying arrow (dragon , lesser)	0.1 lbs
Snow goggles	-
Snow goggles	-
Snowshoes	4 lbs
Soap <In: Backpack (18 @ 22.5 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Thunderstone x5	1 lb
Tindertwig x5	-
Torch x10	1 lb
Trail rations x5	1 lb
Wand of cure moderate wounds	-
Waterskin	4 lbs

## Special Abilities

[N/A] Bane (animal)  
 Danger Sense +3 (Ex)  
 Debilitating Injury: Bewildered -2/-8 (Ex)  
 Debilitating Injury: Disoriented -2/-8 (Ex)  
 Debilitating Injury: Hampered (Ex)  
 Elf Blood  
 Exploit Weakness (Ex)  
 Flurry of Stars (Ex)  
 Greater Bane (+2 / 4d6, 20 rounds/day) (Su)  
 Guided Eyes (Su)  
 Improved Evasion (Ex)  
 Improved Uncanny Dodge (Lv >= 21) (Ex)  
 Inquisitor Domain (Revelation)  
 Invisible Blade (Su)  
 Judgment of Sacred Destruction +6 (Su)  
 Judgment of Sacred Healing 6 (Su)  
 Judgment of Sacred Justice +4 / +8 (Su)  
 Judgment of Sacred Piercing +6 (Su)  
 Judgment of Sacred Protection +5 / +10 (Su)  
 Judgment of Sacred Purity +4 / +8 (Su)  
 Judgment of Sacred Resiliency 4: Magic (Su)  
 Judgment of Sacred Resistance 12 (Fire) (Su)  
 Judgment of Sacred Smiting (Magic, Good, Adamantine)  
 Ki Attack Speed (Su)  
 Ki Jump (Running Start, 1/2 DC) (Su)  
 Ki Movement (Su)  
 Ki Pool (14/day) (Su)

### Special Abilities

Ki Stealth (Su)  
Light Steps (Ex)  
Low-Light Vision  
Monster Lore +4 (Ex)  
Nimbus of Light (30 ft., 17 rounds/day) (Su)  
No Trace +5 (Ex)  
Poison Use  
See the Unseen (1 ki) (Su)  
[N/A] Seeking  
Shadow Duplicate (17 rounds, 4/day) (Sp)  
Slayer (Judgment of Protection) (Ex)  
Sneak Attack (Unchained) +9d6  
Solo Tactics (Ex)  
Stalwart (Ex)  
Teamwork Feat (change 4/day)  
Third Judgment (6/day) (Su)  
Track +8  
Vanishing Trick (Su)

## Spell-Like Abilities

Detect Alignment (At will) (Sp)

Discern Lies (17 rounds/day) (Sp) ☐☐☐☐☐ ☐☐☐☐☐

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## Tracked Resources

+1 animal-bane arrows	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>	
+1 arrows	<div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div></div>	
+1 seeking arrows	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>	
Cloak of fiery vanishing (1/day)		<div><div></div></div>
Earthfire shuriken	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>
Greater Bane (+2 / 4d6, 20 rounds/day) (Su)	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>
Ki Pool (14/day) (Su)	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>
Masterwork cold iron arrows	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>
Nimbus of Light (30 ft., 17 rounds/day) (Su)	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>
Potion of cure moderate wounds		<div><div><div></div><div></div></div></div>
Potion of neutralize poison		<div><div></div></div>
Potion of remove curse		<div><div></div></div>
Scabbard of vigor (1/day)		<div><div></div></div>

## Tracked Resources

See the Unseen (1 ki) (Su)		<input type="checkbox"/>
Shadow Duplicate (17 rounds, 4/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Shoes of lightning leaping (1/day)		<input type="checkbox"/>
Shuriken	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Slaying arrow (dragon , lesser)		<input type="checkbox"/>
Teamwork Feat (change 4/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Third Judgment (6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Thunderstone	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Osiriani, Ancient
Dwarven	Tien
Elven	

## Spells & Powers

**Inquisitor spells known** (CL 17th; concentration +21)  
**Melee Touch +18   Ranged Touch +16**  
**6th (2/day)**—*mass cure moderate wounds, heal, sunburst* (DC 20)  
**5th (4/day)**—*chains of light* (DC 19), *flame strike* (DC 19), *mass ghostbane dirge*<sup>APG</sup> (DC 19), *communal stonesskin*<sup>UC</sup>  
**4th (5/day)**—*cure critical wounds, divine power, judgment light*<sup>UC</sup> (DC 18), *restoration, stonesskin*  
**3rd (6/day)**—*arcane sight, blinding ray*<sup>ARG</sup> (DC 17), *cure serious wounds, daylight, holy javelin*<sup>HA</sup>, *shield of wings*  
**2nd (6/day)**—*cure moderate wounds, flames of the faithful*<sup>APG</sup> (DC 16), *hidden presence*<sup>UI</sup> (DC 16), *knock, lesser restoration, see invisibility*  
**1st (6/day)**—*bless, burst bonds*<sup>APG</sup> (DC 15), *cure light wounds, lend judgment*<sup>UM</sup> (DC 15), *shield of faith, unerring weapon*<sup>UC</sup>  
**0th (at will)**—*acid splash, detect magic, detect poison, disrupt undead, light, read magic*  
**[D]** Domain spell; **Domains** Revelation, Sun

## Companions

**Horse, light (combat trained)** CR –  
Advanced horse (*Pathfinder RPG Bestiary*, 177)  
N Large animal  
**Init** +4; **Senses** low-light vision, scent; Perception +8

### Defense

**AC** 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)  
**hp** 19 (2d8+10)  
**Fort** +8, **Ref** +7, **Will** +3

### Offense

**Speed** 50 ft.  
**Melee** unarmed strike +5 (1d4+5 nonlethal) or  
2 hooves +5 (1d4+5)  
**Space** 10 ft.; **Reach** 5 ft.

### Statistics

**Str** 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11  
**Base Atk** +1; **CMB** +7; **CMD** 21 (25 vs. trip)  
**Feats** Endurance, Run<sup>B</sup>  
**Tricks** Attack, Combat Riding, Come, Defend, Down, Guard, Heel  
**Skills** Acrobatics +4 (+8 to jump with a running start, +12 to jump), Perception +8  
**SQ** combat riding  
**Other Gear** riding saddle

## Sourcebooks Used

- **Advanced Player's Guide** - Burst Bonds (spell); Flames of the Faithful (spell); Ghostbane Dirge, Mass (spell); Inquisitor (class); Outflank (feat); Precise Strike (feat)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Cleats (equipment); Snowshoes (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Scabbard of vigor (equipment)
- **Advanced Player's Guide Traits / Qadira, Gateway to the East / Ultimate Campaign** - Flame of the Dawnflower (trait)
- **Advanced Race Guide** - Blinding Ray (spell)
- **Advanced Race Guide / Ultimate Equipment** - Cloak of fiery vanishing (equipment)
- **Blood of Shadows** - Shadow Duplicate (special ability)
- **Champions of Purity** - Chains of Light (spell); Revelation (special ability)
- **Distant Realms** - Passing Grace (feat)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Enable all World is Square rules / Group Weapon Feats** - Improved Critical (feat)
- **Gestalt Variant Core** - Gestalt (class)
- **Horror Adventures** - Holy Javelin (spell)
- **Inner Sea Races** - Blades Above and Below (feat)
- **Inner Sea Races / Inner Sea World Guide** - Osiriani, Ancient (language)
- **Inner Sea World Guide / Merchant's Manifest** - Heatstone (equipment)
- **Jade Regent** - Earthfire shuriken (weapon); Foster Child (trait); Skis and poles (equipment)
- **Jade Regent / Reign of Winter / Ultimate Equipment** - Snow goggles (equipment)
- **Legacy of the First World** - Improved Outflank (feat); Improved Precise Strike (feat)
- **Paths of the Righteous** - Shield of Wings (spell)
- **Ultimate Combat** - Evasion (special ability); Extra Bane (feat); Flurry of Stars (special ability); Invisible Blade (special ability); Judgment Light (spell); Ki Pool (special ability); Ninja (class); See the Unseen (special ability); Stoneskin, Communal (spell); Unerring Weapon (spell); Vanishing Trick (special ability)
- **Ultimate Equipment** - Candle lamp (equipment); Holy text (equipment); Mess kit (equipment); Shoes of lightning leaping (equipment)
- **Ultimate Intrigue** - Hidden Presence (spell)
- **Ultimate Magic** - Lend Judgment (spell)
- **Unchained Ninja Archetypes** - Unchained (archetype)