

Aelfread

Male half-elf inquisitor of Sarenrae 15/ninja (unchained)

15/gestalt 15 - CL15 - CR 44

Neutral Good Humanoid (Elf, Human); Deity: Sarenrae; Age:

24; Height: 5' 9"; Weight: 135 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18/22	+4/+6	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	15	+2	
WIS WISDOM	14/18	+2/+4	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+9	+2		+2		
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+15 =	+9	+2		+4		
	Danger Sense: +3 bonus vs. traps, Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+15 =	+9	+4		+2		
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep							
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC	24	= 10	+6		+2		+3	+3	

Touch AC 15 **Flat-Footed AC** 22

Danger Sense: +3 bonus vs. traps

	BAB	Strength	Size	Misc
CM Bonus	+17 =	+11	+6	-
See the Base Attack (below) for modifiers that may also apply to CMB				

	BAB	Strength	Dexterity	Size
CM Defense	32 = 10	+11	+6	+2
See the AC section (above) for situational modifiers that may also apply to CMD				

Base Attack	+11	HP	180
Outflank: +2 bonus when flanking foe with ally w/this feat			

Initiative	+6	Damage / Current HP
Speed	30 ft	

+1 composite longbow

Ranged, both hands: +15/+10/+5, 1d8+5 Crit: x3
Rng: 110'
2-hand, P

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

+3 studded leather

+6

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+27	DEX (2)	11	
Appraise	+2	INT (2)	-	
Bluff	+1	CHA (1)	-	
Climb	+13	STR (6)	4	
Craft (alchemy)	+10	INT (2)	5	
Diplomacy	+1	CHA (1)	-	
Disable Device	+16	DEX (2)	13	
Disguise	+6	CHA (1)	-	
Escape Artist	+10	DEX (2)	5	
Fly	+3	DEX (2)	1	
Handle Animal	+3	CHA (1)	2	
Heal	+9	WIS (4)	2	
Intimidate	+14	CHA (1)	3	
Knowledge (arcana)	+15	INT (2)	10	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (dungeoneering)	+10	INT (2)	5	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (history)	+9	INT (2)	7	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (local)	+16	INT (2)	9	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (nature)	+11	INT (2)	6	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (nobility)	+8	INT (2)	3	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (planes)	+13	INT (2)	8	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (religion)	+14	INT (2)	9	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Linguistics	+6	INT (2)	1	
Perception	+23	WIS (4)	14	
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.				
Profession (driver)	+9	WIS (4)	2	
Ride	+6	DEX (2)	1	
Sense Motive	+15	WIS (4)	1	
Sleight of Hand	+6	DEX (2)	1	
Spellcraft	+12	INT (2)	7	
Stealth	+17	DEX (2)	12	
Survival	+9	WIS (4)	2	
Track: +7 to track				
Swim	+6	STR (6)	-	
Use Magic Device	+10	CHA (1)	6	

Activated Abilities & Adjustments

All Saves (Luck Bonus): +2

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Blades Above and Below
Extra Bane
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: **+19/+14/+9, 1d6+8** Crit: 15-20/×2+2 fire
Both hands: **+19/+14/+9, 1d6+11** 1-hand, S
Main w/ offhand: **+15/+10/+5, 1d6+8**
Main w/ light off: **+17/+12/+7, 1d6+8**
Offhand: **+15, 1d6+5**

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

+2 scimitar

Main hand: **+19/+14/+9, 1d6+8** Crit: 15-20/×2+2 fire
Both hands: **+19/+14/+9, 1d6+11** 1-hand, S
Main w/ offhand: **+15/+10/+5, 1d6+8**
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Offhand: **+15, 1d6+5**

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

Experience & Wealth

Current Cash: **25,238 gp**

Earthfire shuriken

Ranged: **+14/+9/+4, 1d2+7** Crit: ×2
Ranged w/ offhand: **+10/+5/+0, 1d2+7** Rng: 10'
Ranged w/ light off: **+12/+7/+2, 1d2+7** Light, P, Monk
Ranged offhand: **+12, 1d2+4**
Outflank: +2 bonus when flanking foe with ally w/this feat

Handaxe

Main hand: **+13/+8/+3, 1d6+6** Crit: ×3
Main w/ offhand: **+9/+4/-1, 1d6+6** Light, S
Main w/ light off: **+11/+6/+1, 1d6+6**
Offhand: **+11, 1d6+3**
Outflank: +2 bonus when flanking foe with ally w/this feat

Sai

Main hand: **+17/+12/+7, 1d4+6** Crit: ×2
Main w/ offhand: **+13/+8/+3, 1d4+6** Rng: 10'
Main w/ light off: **+15/+10/+5, 1d4+6** Light, B, Disarm,
Offhand: **+15, 1d4+3**

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

Sai

Main hand: **+17/+12/+7, 1d4+6** Crit: ×2
Main w/ offhand: **+13/+8/+3, 1d4+6** Rng: 10'
Main w/ light off: **+15/+10/+5, 1d4+6** Light, B, Disarm,
Offhand: **+15, 1d4+3**

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

Scimitar

Main hand: **+17/+12/+7, 1d6+6** Crit: 15-20/×2+2 fire
Both hands: **+17/+12/+7, 1d6+9**
Main w/ offhand: **+13/+8/+3, 1d6+6**
Main w/ light off: **+15/+10/+5, 1d6+6**
Offhand: **+13, 1d6+3**

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

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: All Saves (Luck Bonus): +2 Luck

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Shuriken

Ranged: **+13/+8/+3, 1d2+6** Crit: ×2
 Ranged w/ offhand: **+9/+4/-1, 1d2+6** Rng: 10'
 Ranged w/ light off: **+11/+6/+1, 1d2+6** Light, P, Monk

Ranged offhand: **+11, 1d2+3**

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

Unarmed strike

Main hand: **+17/+12/+7, 1d3+6** Crit: ×2
nonlethal Light, B, Nonlethal

Main w/ offhand: **+13/+8/+3, 1d3+6 nonlethal**

Main w/ light off: **+15/+10/+5, 1d3+6 nonlethal**

Offhand: **+15, 1d3+3 nonlethal**

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

Gear

Total Weight Carried: 203.7/520 lbs,
Encumbrance Ignored
(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

+1 animal-bane arrows x50	0.15 lbs
+1 composite longbow	3 lbs
+1 seeking arrows x50	0.15 lbs
+2 scimitar	4 lbs
+2 scimitar	4 lbs
+3 studded leather	20 lbs
Amulet of natural armor +3	-
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 giant strength +4	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
Pot	4 lbs
Potion of cure moderate wounds x2	-

Gear

Total Weight Carried: 203.7/520 lbs,
Encumbrance Ignored
(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Potion of neutralize poison	-
Potion of remove curse	-
Ring of protection +3	-
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
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/-6 (Ex)
 Debilitating Injury: Disoriented -2/-6 (Ex)
 Debilitating Injury: Hampered (Ex)
 Elf Blood
 Exploit Weakness (Ex)
 Flurry of Stars (Ex)
 Greater Bane (+2 / 4d6, 18 rounds/day) (Su)
 Guided Eyes (Su)
 Improved Evasion (Ex)
 Improved Uncanny Dodge (Lv >= 19) (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 +4 / +8 (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 (11/day) (Su)
 Ki Stealth (Su)
 Light Steps (Ex)
 Low-Light Vision

Special Abilities

Monster Lore +4 (Ex)
 Nimbus of Light (30 ft., 15 rounds/day) (Su)
 No Trace +5 (Ex)
 Poison Use
 Second Judgment (5/day) (Su)
 [N/A] Seeking
 Shadow Duplicate (15 rounds, 4/day) (Sp)
 Sneak Attack (Unchained) +8d6
 Solo Tactics (Ex)
 Stalwart (Ex)
 Teamwork Feat (change 4/day)
 Track +7
 Vanishing Trick (Su)

Spell-Like Abilities

Detect Alignment (At will) (Sp)
 Discern Lies (15 rounds/day) (Sp) ☐☐☐☐☐☐ ☐☐☐☐☐
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Tracked Resources

+1 animal-bane arrows ☐☐☐☐☐☐ ☐☐☐☐☐
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+1 seeking arrows ☐☐☐☐☐☐ ☐☐☐☐☐
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Cloak of fiery vanishing (1/day) ☐
Earthfire shuriken ☐☐☐☐☐☐ ☐☐☐☐
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Greater Bane (+2 / 4d6, 18 rounds/day) (Su) ☐☐☐☐☐☐ ☐☐☐☐
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Ki Pool (11/day) (Su) ☐☐☐☐☐☐ ☐☐☐☐
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Masterwork cold iron arrows ☐☐☐☐☐☐ ☐☐☐☐☐
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Nimbus of Light (30 ft., 15 rounds/day) (Su) ☐☐☐☐☐☐ ☐☐☐☐
☐☐☐☐
Potion of cure moderate wounds ☐☐
Potion of neutralize poison ☐
Potion of remove curse ☐
Scabbard of vigor (1/day) ☐
Second Judgment (5/day) (Su) ☐☐☐☐☐
Shadow Duplicate (15 rounds, 4/day) (Sp) ☐☐☐☐
Shuriken ☐☐☐☐☐☐
Slaying arrow (dragon , lesser) ☐
Teamwork Feat (change 4/day) ☐☐☐☐

Tracked Resources

Thunderstone ☐☐☐☐☐
 Tindertwig ☐☐☐☐☐
 Torch ☐☐☐☐☐ ☐☐☐☐☐
 Trail rations ☐☐☐☐☐
 Wand of cure moderate wounds ☐☐☐☐☐ ☐☐☐☐☐
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Languages

Common
 Dwarven
 Elven
 Osiriani, Ancient
 Tien

Spells & Powers

Inquisitor spells known (CL 15th; concentration +19)
Melee Touch +17 **Ranged Touch** +13
5th (3/day)—*chains of light* (DC 19), *flame strike* (DC 19), *mass ghostbane dirge*^{APG} (DC 19), *communal stonesskin*^{UC}
4th (5/day)—*cure critical wounds*, *divine power*, *restoration*, *stonesskin*
3rd (6/day)—*arcane sight*, *cure serious wounds*, *daylight*, *holy javelin*^{HA}, *shield of wings*
2nd (6/day)—*cure moderate wounds*, *flames of the faithful*^{APG} (DC 16), *hidden presence*^{UI} (DC 16), *knock*, *lesser restoration*, *see invisibility*
1st (6/day)—*bless*, *burst bonds*^{APG} (DC 15), *cure light wounds*, *lend judgment*^{UM} (DC 15), *shield of faith*, *unerring weapon*^{UC}
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^B
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 / 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); Ki Pool (special ability); Ninja (class); Stoneskin, Communal (spell); Unerring Weapon (spell); Vanishing Trick (special ability)
- **Ultimate Equipment** - Candle lamp (equipment); Holy text (equipment); Mess kit (equipment)
- **Ultimate Intrigue** - Hidden Presence (spell)
- **Ultimate Magic** - Lend Judgment (spell)
- **Unchained Ninja Archetypes** - Unchained (archetype)