

Aelfread

Male half-elf inquisitor of Sarenrae 19/ninja (unchained)

19/gestalt 19 - CL19 - CR 56

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	15/19	+2/+4	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	15	+2	
WIS WISDOM	15/19	+2/+4	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+17 =	+11	+2	+4			
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+21 =	+11	+4	+4	+2		
	Danger Sense: +3 bonus vs. traps, Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+19 =	+11	+4	+4			
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep							
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 33 = 10	+7		+4		+4	+8			

Touch AC 22 **Flat-Footed AC** 29

Danger Sense: +3 bonus vs. traps

	BAB	Strength	Size	Misc
CM Bonus +20 =	+14	+6	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense 42 = 10	+14	+6	+4	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+14	HP	228
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Outflank: +2 bonus when flanking foe with ally w/this feat

Initiative	+8	Damage / Current HP	
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Speed	30 ft		
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+1 composite longbow

Ranged, both hands: +20/+15/+10, Crit: x3
1d8+5 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
Acrobatics	+27	DEX (4)	14	
Appraise	+2	INT (2)	-	
Bluff	+6	CHA (1)	2	
Climb	+13	STR (6)	4	
Craft (alchemy)	+10	INT (2)	5	
Diplomacy	+6	CHA (1)	2	
Disable Device	+19	DEX (4)	14	
Disguise	+7	CHA (1)	-	
Escape Artist	+14	DEX (4)	7	
Fly	+5	DEX (4)	1	
Handle Animal	+3	CHA (1)	2	
Heal	+9	WIS (4)	2	
Intimidate	+16	CHA (1)	3	
Knowledge (arcana)	+18	INT (2)	13	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (dungeoneering)	+11	INT (2)	6	
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)	+19	INT (2)	12	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (nature)	+12	INT (2)	7	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (nobility)	+9	INT (2)	4	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (planes)	+16	INT (2)	11	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (religion)	+16	INT (2)	11	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Linguistics	+6	INT (2)	1	
Perception	+27	WIS (4)	18	
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	+8	DEX (4)	1	
Sense Motive	+19	WIS (4)	3	
Sleight of Hand	+8	DEX (4)	1	
Spellcraft	+16	INT (2)	11	
Stealth	+21	DEX (4)	14	
Survival	+11	WIS (4)	4	
Track: +9 to track				
Swim	+6	STR (6)	-	
Use Magic Device	+12	CHA (1)	8	

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Blades Above and Below
 Covering Fire
 Extra Bane
 Extra Ki
 Greater Two-Weapon Fighting
 Improved Critical (Heavy Blades)
 Improved Outflank
 Improved Two-Weapon Fighting
 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: **+22/+17/+12, 1d6+8** Crit: 15-20/×2+2 fire
 Both hands: **+22/+17/+12, 1d6+11** 1-hand, S

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

Main w/ light off: **+20/+15/+10, 1d6+8**

Offhand: **+18/+13/+8, 1d6+5**

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

+3 scimitar

Main hand: **+23/+18/+13, 1d6+9** Crit: 15-20/×2+2 fire
 Both hands: **+23/+18/+13, 1d6+12** 1-hand, S

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

Main w/ light off: **+21/+16/+11, 1d6+9**

Offhand: **+19/+14/+9, 1d6+6**

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

Experience & Wealth

Current Cash: **5,753 gp**

Earthfire shuriken

Ranged: **+19/+14/+9, 1d2+7** Crit: ×2

Ranged w/ offhand: **+15/+10/+5, 1d2+7** Rng: 10'
Light, P, Monk

Ranged w/ light off: **+17/+12/+7, 1d2+7**

Ranged offhand: **+17/+12/+7, 1d2+4**

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

Handaxe

Main hand: **+16/+11/+6, 1d6+6** Crit: ×3

Main w/ offhand: **+12/+7/+2, 1d6+6** Light, S

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

Offhand: **+14/+9/+4, 1d6+3**

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

Sai

Main hand: **+20/+15/+10, 1d4+6** Crit: ×2

Main w/ offhand: **+16/+11/+6, 1d4+6** Rng: 10'
Light, B, Disarm,

Main w/ light off: **+18/+13/+8, 1d4+6**

Offhand: **+18/+13/+8, 1d4+3**

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

Sai

Main hand: **+20/+15/+10, 1d4+6** Crit: ×2

Main w/ offhand: **+16/+11/+6, 1d4+6** Rng: 10'
Light, B, Disarm,

Main w/ light off: **+18/+13/+8, 1d4+6**

Offhand: **+18/+13/+8, 1d4+3**

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

Scimitar

Main hand: **+20/+15/+10, 1d6+6** Crit: 15-20/×2+2

Both hands: **+20/+15/+10, 1d6+9** fire

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

Main w/ light off: **+18/+13/+8, 1d6+6**

Offhand: **+16/+11/+6, 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: **+18/+13/+8, 1d2+6** Crit: x2
 Ranged w/ offhand: **+14/+9/+4, 1d2+6** Rng: 10'
 Ranged w/ light off: **+16/+11/+6, 1d2+6** Light, P, Monk
 Ranged offhand: **+16/+11/+6, 1d2+3**

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

Unarmed strike

Main hand: **+20/+15/+10, 1d3+6** Crit: x2
nonlethal Light, B, Nonlethal
 Main w/ offhand: **+16/+11/+6, 1d3+6 nonlethal**
 Main w/ light off: **+18/+13/+8, 1d3+6 nonlethal**
 Offhand: **+18/+13/+8, 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

Gear

Total Weight Carried: 201.2/520 lbs,
Encumbrance Ignored
(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

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	-
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, 22 rounds/day) (Su)
 Guided Eyes (Su)
 Improved Evasion (Ex)
 Improved Uncanny Dodge (Lv >= 23) (Ex)
 Inquisitor Domain (Revelation)
 Invisible Blade (Su)
 Judgment of Sacred Destruction +7 (Su)
 Judgment of Sacred Healing 7 (Su)
 Judgment of Sacred Justice +4 / +8 (Su)
 Judgment of Sacred Piercing +7 (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 14 (Fire) (Su)
 Judgment of Sacred Smiting (Magic, Good, Adamantine)
 Ki Attack Speed (Su)
 Ki Jump (Running Start, 1/2 DC) (Su)

Special Abilities

- Ki Movement (Su)
- Ki Pool (15/day) (Su)
- Ki Stealth (Su)
- Light Steps (Ex)
- Low-Light Vision
- Monster Lore +4 (Ex)
- Nimbus of Light (30 ft., 19 rounds/day) (Su)
- No Trace +6 (Ex)
- Poison Use
- See the Unseen (1 ki) (Su)
- [N/A] Seeking
- Shadow Duplicate (19 rounds, 4/day) (Sp)
- Slayer (Judgment of Protection) (Ex)
- Sneak Attack (Unchained) +10d6
- Solo Tactics (Ex)
- Stalwart (Ex)
- Teamwork Feat (change 4/day)
- Third Judgment (7/day) (Su)
- Track +9
- Vanishing Trick (Su)


Spell-Like Abilities

Detect Alignment (At will) (Sp)

Discern Lies (19 rounds/day) (Sp)          

Tracked Resources

+1 animal-bane arrows




+1 arrows □□□□□ □□□□□

+1 seeking arrows




Cloak of fiery vanishing (1/day) ☐

Earthfire shuriken 

Greater Bane (+2 / 4d6, 22 rounds/day) (Su) 

Ki Pool (15/day) (Su) □□□□□ □□□□□
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Masterwork cold iron arrows

Nimbus of Light (30 ft., 19 rounds/day) (Su) 

Potion of cure moderate wounds ☐ ☐Potion of neutralize poison ☐

Tracked Resources

Potion of remove curse		
Scabbard of vigor (1/day)		
See the Unseen (1 ki) (Su)		
Shadow Duplicate (19 rounds, 4/day) (Sp)	□□□□	
Shoes of lightning leaping (1/day)		□
Shuriken	□□□□□	□
Slaying arrow (dragon , lesser)		□
Teamwork Feat (change 4/day)		□□□□
Third Judgment (7/day) (Su)	□□□□□	□□
Thunderstone		□□□□□
Tindertwig		□□□□□
Torch	□□□□□	□□□□□
Trail rations		□□□□□
Wand of cure moderate wounds	□□□□□	□□□□□
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Languages

Common	Osiriani, Ancient
Dwarven	Tien
Elven	

Spells & Powers

Inquisitor spells known (CL 19th; concentration +23)

Melee Touch +20 Ranged Touch +18

6th (4/day)—*mass cure moderate wounds, greater dispel magic, heal, umbral strike* (DC 20)

5th (5/day)—*chains of light* (DC 19), *flame strike* (DC 19), *mass ghostbane dirge*^{APG} (DC 19), *greater lend judgment*^{JUM} (DC 19), *communal stonesskin*^{UC}

4th (6/day)—*cure critical wounds, divine power, judgment*
light^{UC} (DC 18), restoration, stonewall

3rd (6/day)—arcane sight, blinding ray^{ARG} (DC 17), cure serious wounds, daylight, searing light, 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*

0th (at will)—*acid splash, detect magic, detect poison,*

[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** - Blinding Ray (spell)
- **Advanced Race Guide / Ultimate Equipment** - Cloak of fiery vanishing (equipment)
- **Blood of Shadows** - Shadow Duplicate (special ability); Umbral Strike (spell)
- **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)
- **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)
- **Paths of the Righteous** - Shield of Wings (spell)
- **Ranged Tactics Toolbox** - Covering Fire (feat)
- **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); Lend Judgment, Greater (spell)
- **Unchained Ninja Archetypes** - Unchained (archetype)