

## Red

Dwarf inquisitor of Angradd 10/gestalt 10/warpriest of Angradd 10 - CL10 - CR 29

Neutral Good Humanoid (Dwarf); Deity: **Angradd**; Age: **51**; Height: **4'**; Weight: **155 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>17/19</b>	<b>+3/+4</b>	
<b>DEX</b> DEXTERITY	<b>10</b>	<b>0</b>	
<b>CON</b> CONSTITUTION	<b>15</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>19/21</b>	<b>+4/+5</b>	
<b>CHA</b> CHARISMA	<b>8</b>	<b>-1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+15 =</b>	<b>+7</b>	<b>+2</b>	<b>+3</b>	<b>+3</b>		<b>Bless:</b> +1 morale vs. fear, <b>Hardy +2:</b> +2 vs. poison, spells, and spell-like abilities, <b>Lastwall Phalanx:</b> Gain a sacred bonus vs. spells and abilities of evil foes, equal to number of adjacent allies with Lastwall Phalanx
<b>REFLEX</b> (DEXTERITY)	<b>+9 =</b>	<b>+3</b>		<b>+3</b>	<b>+3</b>		<b>Bless:</b> +1 morale vs. fear, <b>Hardy +2:</b> +2 vs. poison, spells, and spell-like abilities, <b>Lastwall Phalanx:</b> Gain a sacred bonus vs. spells and abilities of evil foes, equal to number of adjacent allies with Lastwall Phalanx
<b>WILL</b> (WISDOM)	<b>+18 =</b>	<b>+7</b>	<b>+5</b>	<b>+3</b>	<b>+3</b>		<b>Bless:</b> +1 morale vs. fear, <b>Hardy +2:</b> +2 vs. poison, spells, and spell-like abilities, <b>Lastwall Phalanx:</b> Gain a sacred bonus vs. spells and abilities of evil foes, equal to number of adjacent allies with Lastwall Phalanx

### Energy Resistance, Fire (10)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 25 =</b>	<b>+6</b>	<b>+2</b>			<b>+2</b>	<b>+2</b>		<b>+3</b>

**Touch AC 15** **Flat-Footed AC 25**

**Saltbeard:** +2 Dodge bonus vs. creatures with the aquatic or water subtype, **Lastwall Phalanx:** Gain a sacred bonus vs. evil foes, equal to number of adjacent allies with Lastwall Phalanx

	BAB	Strength	Size	Misc
<b>CM Bonus +13 =</b>	<b>+7</b>	<b>+4</b>	<b>-</b>	<b>-</b>

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

	BAB	Strength	Dexterity	Size
<b>CM Defense 26 = 10</b>	<b>+7</b>	<b>+4</b>	<b>+0</b>	<b>-</b>

30 vs. Bull Rush; 30 vs. Trip

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

<b>Base Attack</b>	<b>+7</b>	<b>HP</b>	<b>110</b>
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**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

<b>Initiative</b>	<b>+7</b>
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<b>Speed</b>	<b>20 / 30 ft</b>
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Damage / Current HP



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-5</b>	DEX (0)	-	
<b>Boots of striding and springing:</b> +5 competence bonus to jump				
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Greed:</b> +2 racial bonus to assess nonmagical metals or gemstones				
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+5</b>	STR (4)	3	
<b>Diplomacy</b>	<b>+11</b>	CHA (-1)	9	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>-5</b>	DEX (0)	-	
<b>Fly</b>	<b>-5</b>	DEX (0)	-	
<b>Heal</b>	<b>+15</b>	WIS (5)	7	
<b>Intimidate</b>	<b>+11</b>	CHA (-1)	4	
<b>Knowledge (local)</b>	<b>+6</b>	INT (1)	5	

**Monster Lore:** +5 bonus to identify the abilities and weaknesses of creatures

<b>Knowledge (nature)</b>	<b>+8</b>	INT (1)	4
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**Monster Lore:** +5 bonus to identify the abilities and weaknesses of creatures

<b>Knowledge (religion)</b>	<b>+8</b>	INT (1)	4
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**Monster Lore:** +5 bonus to identify the abilities and weaknesses of creatures

<b>Perception</b>	<b>+18</b>	WIS (5)	10
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<b>Profession (cook)</b>	<b>+12</b>	WIS (5)	4
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<b>Profession (sailor)</b>	<b>+16</b>	WIS (5)	8
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<b>Ride</b>	<b>-5</b>	DEX (0)	-
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<b>Sense Motive</b>	<b>+10</b>	WIS (5)	-
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<b>Spellcraft</b>	<b>+7</b>	INT (1)	3
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<b>Stealth</b>	<b>-5</b>	DEX (0)	-
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<b>Survival</b>	<b>+11</b>	WIS (5)	3
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**Track:** +5 to track, **Saltbeard:** +2 bonus while at sea

<b>Swim</b>	<b>+12</b>	STR (4)	6
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## Activated Abilities & Adjustments

**Bless:** +1

**Initiative:** +1

**Judgment of Sacred Destruction +4 (Su):** Activated

**Judgment of Sacred Justice +3 / +6 (Su):** Activated

**Judgment of Sacred Protection +3 / +6 (Su):** Activated

**Judgment of Sacred Purity +3 / +6 (Su):** Activated

**Judgment of Sacred Smiting (Magic, Good, Adamantine) (Su):** Activated

**Power Attack -2/+4**

**Sacred Weapon (Su):** Sacred Weapons get Higher Dam Dice

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## Feats

Armor Proficiency (Heavy)

Armor Proficiency (Light)

Armor Proficiency (Medium)

Channel Ray (150 feet)

Extended Bane

Ferocious Loyalty

Furious Focus

Greater Weapon Focus (Dwarven waraxe)

## Feats

Improved Natural Armor  
Lastwall Phalanx  
Martial Weapon Proficiency - All  
Outflank  
Passing Grace  
Power Attack -2/+4  
Shield Proficiency  
Simple Weapon Proficiency - All  
Weapon Focus (Dwarven waraxe)  
Weapon Specialization (Dwarven waraxe)

## Traits

Tactician (1/day)  
Touched by the Sea

## Grappling hook

Ranged: **+7, 1d6+8** Crit: x2  
Ranged, both hands: **+7, 1d6+8** Rng: 10'  
1-hand, P, Grapple

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

## Handaxe

Main hand: **+13/+8, 1d6+12** Crit: x3  
Light, S

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

## Heavy crossbow

Ranged: **+7, 1d10+4** Crit: 19-20/x2  
Ranged, both hands: **+11, 1d10+4** Rng: 120'  
2-hand, P

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

## Human-bane heavy crossbow

Ranged: **+7, 1d10+4 plus 2d6 vs. human** Crit: 19-20/x2  
Rng: 120'  
Ranged, both hands: **+11, 1d10+4 plus 2d6 vs. human** 2-hand, P

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

## Masterwork impact dwarven waraxe

Main hand: **+16/+11, 2d8+14** Crit: x3  
Both hands: **+16/+11, 2d8+16** 1-hand, S

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

## Spear

Both hands: **+13/+8, 1d8+16** Crit: x3  
Rng: 20'  
Ranged, both hands: **+11, 1d8+8** 2-hand, P, Brace

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

## Experience & Wealth

Current Cash: **10,536 gp**

## Unarmed strike

Main hand: **+13/+8, 1d3+12** Crit: x2  
**nonlethal** Light, B, Nonlethal

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

## Vindictive harpoon

Both hands: **+10/+5, 1d8+16** Crit: x3  
Rng: 10'  
Ranged, both hands: **+8, 1d8+8** 2-hand, P, Grapple

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

## Buccaneer's breastplate

**+7** Max Dex: +3, Armor Check: -3  
Spell Fail: 25%, Medium, Slows

## Heavy wooden shield

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

## Waverider breastplate

**+6** Max Dex: +3, Armor Check: -3  
Spell Fail: 25%, Medium, Slows

## Gear

**Total Weight Carried: 141/350 lbs,**  
**Encumbrance Ignored**  
**(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

Alchemist's fire	1 lb
Boots of striding and springing	1 lb
Buccaneer's breastplate	30 lbs
Explorer's outfit (Free)	-
Gauntlets of the deep	2 lbs
Grappling hook	14 lbs
Handaxe	3 lbs
Heavy crossbow	8 lbs
Heavy shield bash	-
Heavy wooden shield	10 lbs
Human-bane heavy crossbow	8 lbs
Iron grip gauntlets	4 lbs
Masterwork impact dwarven waraxe	8 lbs
Money	-
Phylactery of positive channeling	-
Potion of water breathing x3	-
Spear	6 lbs
Vindictive harpoon	16 lbs

## Validation Report

**Validation Report (3 issues):** Judgment: You have 5 Judgment(s) active, but may only have 2.; Primary Armor Attunement Max: Resource Underspent: 1 of 2; Primary Weapon Attunement Max: Resource Underspent: 1 of 2  
**Adjustments Active:** Bless: +1; Initiative: +1

## Gear

**Total Weight Carried: 141/350 lbs, Encumbrance Ignored**

**(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

Wand of cure light wounds -  
Wand of cure light wounds -  
Wand of cure light wounds -  
Waverider breastplate 30 lbs

## Special Abilities

Armor of Flame (Su)  
Aura (Ex)  
Bane (+2 / 2d6, 15 rounds/day) (Su)  
[N/A] Bane (human)  
Blessings (8/day) (Su)  
Darkvision (60 feet)  
Fervor (3d6, 10/day) (Su)  
Fiery Wake (Su)  
Fire Strike (Su)  
Greed  
Hardy +2  
Inquisitor Domain (Fire)  
Judgment of Sacred Destruction +4 (Su)  
Judgment of Sacred Healing 4 (Su)  
Judgment of Sacred Justice +3 / +6 (Su)  
Judgment of Sacred Piercing +4 (Su)  
Judgment of Sacred Protection +3 / +6 (Su)  
Judgment of Sacred Purity +3 / +6 (Su)  
Judgment of Sacred Resiliency 3: Magic (Su)  
Judgment of Sacred Resistance 8 (Fire) (Su)  
Judgment of Sacred Smiting (Magic, Good, Adamantine)  
Leaping Flames (Su)  
Monster Lore +5 (Ex)  
Sacred Armor +2 (10 minutes/day) (Su)  
Sacred Weapon +2 (10 rounds/day) (Su)  
Saltbeard +1 to attack/+2 to AC  
Second Judgment (4/day) (Su)  
Slow and Steady  
Solo Tactics (Ex)  
Spontaneous Casting  
Stability +4  
Teamwork Feat (change 5/day)  
Track +5  
Warpriest Channel Positive Energy 5d6 (5/day, DC 20)

## Spell-Like Abilities

Detect Alignment (At will) (Sp)  
Discern Lies (10 rounds/day) (Sp) ☐☐☐☐☐☐☐☐☐☐  
Fire Bolt 1d6+5 fire (8/day) (Sp) ☐☐☐☐☐☐☐☐

## Tracked Resources

Alchemist's fire ☐  
Armor Attunement (1/day) ☐  
Bane (+2 / 2d6, 15 rounds/day) (Su) ☐☐☐☐☐☐☐☐☐☐  
Blessings (8/day) (Su) ☐☐☐☐☐☐☐☐  
Buoyancy (1/day) ☐

## Tracked Resources

Fervor (3d6, 10/day) (Su) ☐☐☐☐☐☐☐☐☐☐  
Grappling hook ☐  
Potion of water breathing ☐☐☐  
Sacred Armor +2 (10 minutes/day) (Su) ☐☐☐☐☐☐☐☐☐☐  
Sacred Weapon +2 (10 rounds/day) (Su) ☐☐☐☐☐☐☐☐☐☐  
Second Judgment (4/day) (Su) ☐☐☐☐  
Spear ☐  
Tactician (1/day) ☐  
Teamwork Feat (change 5/day) ☐☐☐☐☐  
Wand of cure light wounds ☐☐☐☐☐☐☐☐☐☐  
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Wand of cure light wounds ☐☐☐☐☐☐☐☐☐☐  
Warpriest Channel Positive Energy 5d6 (5/day, DC 20) (Su) ☐☐☐☐☐  
Weapon Attunement (1/day) ☐

## Languages

Common  
Dwarven  
Giant

## Spells & Powers

**Inquisitor spells known** (CL 10th; concentration +15)  
**Melee Touch +13 Ranged Touch +11**  
**4th (2/day)**—*burst of glory, freedom of movement*  
**3rd (4/day)**—*dispel magic, free swim, heroism, speak with dead* (DC 18)  
**2nd (5/day)**—*delay poison, invisibility, knock, lesser restoration, see invisibility*  
**1st (7/day)**—*bless, comprehend languages, keep watch, shield of faith, shield of fortification*<sup>ACG</sup>  
**0th (at will)**—*create water, daze* (DC 15), *detect poison, light, resistance, stabilize*  
**[D]** Domain spell; **Domain** Fire

## Spells & Powers

**Warpriest spells memorized** (CL 10th; concentration +15)

**Melee Touch +13    Ranged Touch +11**

**4th**—*blessing of fervor*<sup>APG</sup> (DC 19), *freedom of movement*

**3rd**—*daylight*, *free swim*, *speak with dead* (DC 18), *water breathing*

**2nd**—*ironskin*, *ironskin*, *magic siege engine*<sup>UC</sup>, *lesser restoration*, *track ship* (DC 17)

**1st**—*abundant ammunition*<sup>UC</sup>, *air bubble*<sup>UC</sup>, *bless*, *brightest night*, *entropic shield*, *starsight*, *waterproof*

**0th (at will)**—*create water*, *detect magic*, *detect poison*, *grasp*, *guidance*, *sotto voce* (DC 15), *vigor*

## Sourcebooks Used

- **Advanced Class Guide** - Buoyancy (spell); Shield of Fortification (spell); Warpriest (class)
- **Advanced Player's Guide** - Blessing of Fervor (spell); Furious Focus (feat); Inquisitor (class); Outflank (feat)
- **Advanced Player's Guide / Ultimate Equipment** - Buccaneer's breastplate (armor)
- **Advanced Race Guide** - Saltbeard (alternate racial trait)
- **Aquatic Adventures** - Free Swim (spell)
- **Blood of the Ancients** - Brightest Night (spell)
- **Blood of the Moon** - Ferocious Loyalty (feat)
- **Champions of Purity** - Lastwall Phalanx (feat)
- **Distant Realms** - Passing Grace (feat)
- **Elemental Master's Handbook** - Waterproof (spell)
- **Faction Guide** - Sotto Voce (spell)
- **Gestalt Variant Core** - Gestalt (class)
- **Gods & Magic / Inner Sea Gods** - Burst of Glory (spell)
- **Heroes of the Darklands** - Grasp (spell)
- **Inner Sea Monster Codex** - Waverider breastplate (armor)
- **Knights of the Inner Sea** - Keep Watch (spell)
- **Monster Codex** - Irongrip gauntlets (equipment); Ironskin (spell)
- **Orcs of Golarion** - Vigor (spell)
- **People of the Stars** - Starsight (spell)
- **Pirates of the Inner Sea** - Track Ship (spell)
- **Pirates of the Inner Sea / Skull & Shackles** - Grappling hook (weapon); Vindictive harpoon (weapon)
- **Ranged Tactics Toolbox** - Channel Ray (feat)
- **Ruins of Azlant** - Gauntlets of the deep (equipment)
- **Skull & Shackles** - Touched by the Sea (trait)
- **Ultimate Campaign** - Tactician (trait)
- **Ultimate Combat** - Abundant Ammunition (spell); Air Bubble (spell); Magic Siege Engine (spell)
- **Ultimate Equipment** - Impact (item power)
- **Ultimate Magic** - Extended Bane (feat)
- **Ultimate Wilderness** - Wildfire Blessing (special ability)