

Aelfread

Male half-elf inquisitor of Sarenrae 20/ninja (unchained)

20/gestalt 20 - CL20 - CR 59

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	16/20	+3/+5	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	15	+2	
WIS WISDOM	15/19	+2/+4	
CHA CHARISMA	13/15	+1/+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+18 =	+12	+2	+4			
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+23 =	+12	+5	+4	+2		
Danger Sense: +4 bonus vs. traps, Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+20 =	+12	+4	+4			
Elven Immunities: +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	35 = 10	+8		+5		+4	+8	

Touch AC	23	Flat-Footed AC	30
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Danger Sense: +4 bonus vs. traps

	BAB	Strength	Size	Misc
CM Bonus	+21 =	+15	+6	-

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

	BAB	Strength	Dexterity	Size
CM Defense	44 = 10	+15	+6	+5

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

Base Attack	+15	HP	240
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Outflank: +2 bonus when flanking foe with ally w/this feat

Initiative	+9	Damage / Current HP	
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Speed	30 ft
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+29	DEX (5)	15	
Appraise	+2	INT (2)	-	
Bluff	+7	CHA (2)	2	
Climb	+13	STR (6)	4	
Craft (alchemy)	+10	INT (2)	5	
Diplomacy	+8	CHA (2)	3	
Disable Device	+21	DEX (5)	15	
Disguise	+8	CHA (2)	-	
Escape Artist	+15	DEX (5)	7	
Fly	+6	DEX (5)	1	
Handle Animal	+4	CHA (2)	2	
Heal	+9	WIS (4)	2	
Intimidate	+18	CHA (2)	3	
Knowledge (arcana)	+19	INT (2)	14	
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)	+13	INT (2)	8	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (nobility)	+10	INT (2)	5	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (planes)	+17	INT (2)	12	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Knowledge (religion)	+17	INT (2)	12	
Monster Lore: +4 bonus to identify the abilities and weaknesses of creatures				
Linguistics	+6	INT (2)	1	
Perception	+27	WIS (4)	18	
Danger Sense: +4 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	+9	DEX (5)	1	
Sense Motive	+20	WIS (4)	3	
Sleight of Hand	+9	DEX (5)	1	
Spellcraft	+17	INT (2)	12	
Stealth	+23	DEX (5)	15	
Survival	+11	WIS (4)	4	
Track: +10 to track, Wayfinder: +2 circumstance bonus to avoid becoming lost				
Swim	+6	STR (6)	-	
Use Magic Device	+13	CHA (2)	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: **+23/+18/+13, 1d6+8** Crit: 15-20/×2+2 fire
Both hands: **+23/+18/+13, 1d6+11** 1-hand, S

Main w/ offhand: **+19/+14/+9, 1d6+8**

Main w/ light off: **+21/+16/+11, 1d6+8**

Offhand: **+19/+14/+9, 1d6+5**

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

+3 composite longbow

Ranged, both hands: **+21/+16/+11, 1d8+9** Crit: ×3
Rng: 110'
2-hand, P

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

Experience & Wealth

Current Cash: **4,313 gp**

+4 ghost touch adamantite scimitar

Main hand: **+25/+20/+15, 1d6+10** Crit: 15-20/×2+2 fire

Both hands: **+25/+20/+15, 1d6+13**

Main w/ offhand: **+21/+16/+11, 1d6+10**

Main w/ light off: **+23/+18/+13, 1d6+10**

Offhand: **+21/+16/+11, 1d6+7**

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

Earthfire shuriken

Ranged: **+21/+16/+11, 1d2+7** Crit: ×2

Ranged w/ offhand: **+17/+12/+7, 1d2+7** Rng: 10'
Light, P, Monk

Ranged w/ light off: **+19/+14/+9, 1d2+7**

Ranged offhand: **+19/+14/+9, 1d2+4**

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

Handaxe

Main hand: **+17/+12/+7, 1d6+6** Crit: ×3

Main w/ offhand: **+13/+8/+3, 1d6+6** Light, S

Main w/ light off: **+15/+10/+5, 1d6+6**

Offhand: **+15/+10/+5, 1d6+3**

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

Sai

Main hand: **+21/+16/+11, 1d4+6** Crit: ×2

Main w/ offhand: **+17/+12/+7, 1d4+6** Rng: 10'

Main w/ light off: **+19/+14/+9, 1d4+6** Light, B, Disarm,

Offhand: **+19/+14/+9, 1d4+3**

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

Sai

Main hand: **+21/+16/+11, 1d4+6** Crit: ×2

Main w/ offhand: **+17/+12/+7, 1d4+6** Rng: 10'

Main w/ light off: **+19/+14/+9, 1d4+6** Light, B, Disarm,

Offhand: **+19/+14/+9, 1d4+3**

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

Validation Report

Validation Report (0 issues): Nothing identified

Scimitar

Main hand: **+21/+16/+11, 1d6+6** Crit: 15-20/x2+2 fire
 Both hands: **+21/+16/+11, 1d6+9**
 Main w/ offhand: **+17/+12/+7, 1d6+6**
 Main w/ light off: **+19/+14/+9, 1d6+6**
 Offhand: **+17/+12/+7, 1d6+3**
 Outflank: +2 bonus when flanking foe with ally w/this feat

Shuriken

Ranged: **+20/+15/+10, 1d2+6** Crit: x2
 Ranged w/ offhand: **+16/+11/+6, 1d2+6** Rng: 10'
 Ranged w/ light off: **+18/+13/+8, 1d2+6** Light, P, Monk
 Ranged offhand: **+18/+13/+8, 1d2+3**

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

Unarmed strike

Main hand: **+21/+16/+11, 1d3+6 nonlethal** Crit: x2
 Main w/ offhand: **+17/+12/+7, 1d3+6 nonlethal** Light, B, Nonlethal
 Main w/ light off: **+19/+14/+9, 1d3+6 nonlethal**
 Offhand: **+19/+14/+9, 1d3+3 nonlethal**

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

Gear

Total Weight Carried: 187.2/520 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 seeking arrows x50 0.15 lbs
 +2 scimitar 4 lbs
 +3 composite longbow 3 lbs
 +4 ghost touch adamantite scimitar 4 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 armor +8 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

Gear

Total Weight Carried: 187.2/520 lbs, Encumbrance Ignored (Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)
 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)> -
 Ioun stone (pink and green sphere) -
 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 -
 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
 Wayfinder (empty) 1 lb

Special Abilities

Acceleration of Form (10 rounds) (Su)
 [N/A] Bane (animal)
 Danger Sense +4 (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)
 Ghost touch
 Greater Bane (+2 / 4d6, 23 rounds/day) (Su)

Special Abilities

Guided Eyes (Su)
 Hidden Master (Su)
 Improved Evasion (Ex)
 Improved Uncanny Dodge (Lv >= 24) (Ex)
 Inquisitor Domain (Revelation)
 Invisible Blade (Su)
 Judgment of Sacred Destruction +7 (Su)
 Judgment of Sacred Healing 7 (Su)
 Judgment of Sacred Justice +5 / +10 (Su)
 Judgment of Sacred Piercing +7 (Su)
 Judgment of Sacred Protection +6 / +12 (Su)
 Judgment of Sacred Purity +5 / +10 (Su)
 Judgment of Sacred Resiliency 5: 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)
 Ki Movement (Su)
 Ki Pool (16/day) (Su)
 Ki Stealth (Su)
 Light Steps (Ex)
 Low-Light Vision
 Monster Lore +4 (Ex)
 Nimbus of Light (30 ft., 20 rounds/day) (Su)
 No Trace +6 (Ex)
 Poison Use
 See the Unseen (1 ki) (Su)
 [N/A] Seeking
 Shadow Duplicate (20 rounds, 5/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 +10
 True Judgment (1/1d4 rounds, DC 24) (Su)
 Vanishing Trick (Su)

Spell-Like Abilities

Detect Alignment (At will) (Sp)
 Discern Lies (20 rounds/day) (Sp)

Tracked Resources

+1 animal-bane arrows

 Cloak of fiery vanishing (1/day)

Tracked Resources

Earthfire shuriken

 Greater Bane (+2 / 4d6, 23 rounds/day) (Su)

 Ki Pool (16/day) (Su)

 Masterwork cold iron arrows

 Nimbus of Light (30 ft., 20 rounds/day) (Su)

 Potion of cure moderate wounds
 Potion of neutralize poison
 Potion of remove curse
 Scabbard of vigor (1/day)
 See the Unseen (1 ki) (Su)
 Shadow Duplicate (20 rounds, 5/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
 True Judgment (1/1d4 rounds, DC 24) (Su)
 Wand of cure moderate wounds

Languages

Common
 Dwarven
 Elven
 Osiriani, Ancient
 Tien

Spells & Powers

Inquisitor spells known (CL 20th; concentration +24)

Melee Touch +21 **Ranged Touch** +20

6th (5/day)—*cleanse*^{APG}, *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*^{UM} (DC 19), *communal stonesskin*^{UC}

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

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 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); Cleanse (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)
- **Chronicle of Legends** - Acceleration of Form (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); Stonesskin, 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)