

## Red

**Dwarf inquisitor of Angradd 5/gestalt 5/warpriest of Angradd 5 - CL5 - CR 14**

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

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	17	+3	
<b>DEX</b> DEXTERITY	10	0	
<b>CON</b> CONSTITUTION	15	+2	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	18	+4	
<b>CHA</b> CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+7	=	+4	+2	+1		
<b>Bless:</b> +1 morale vs. fear, <b>Hardy +2:</b> +2 vs. poison, spells, and spell-like abilities							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>REFLEX</b> (DEXTERITY)	+2	=	+1		+1		
<b>Bless:</b> +1 morale vs. fear, <b>Hardy +2:</b> +2 vs. poison, spells, and spell-like abilities							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>WILL</b> (WISDOM)	+9	=	+4	+4	+1		
<b>Bless:</b> +1 morale vs. fear, <b>Hardy +2:</b> +2 vs. poison, spells, and spell-like abilities							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 18	=	10	+7				+1	

<b>Touch AC</b> 11	Flat-Footed AC	18
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**Saltbeard:** +2 Dodge bonus vs. creatures with the aquatic or water subtype

Total	BAB	Strength	Size	Misc
<b>CM Bonus</b> +8	=	+3	+3	-

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

Total	BAB	Strength	Dexterity	Size
<b>CM Defense</b> 17	=	10	+3	+3

21 vs. Bull Rush; 21 vs. Trip

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

<b>Base Attack</b> +3	<b>HP</b> 55
<b>Saltbeard:</b> +1 bonus vs. creatures with the aquatic or water subtype	
<b>Initiative</b> +5	Damage / Current HP
<b>Speed</b> 20 ft	

### +1 dwarven waraxe

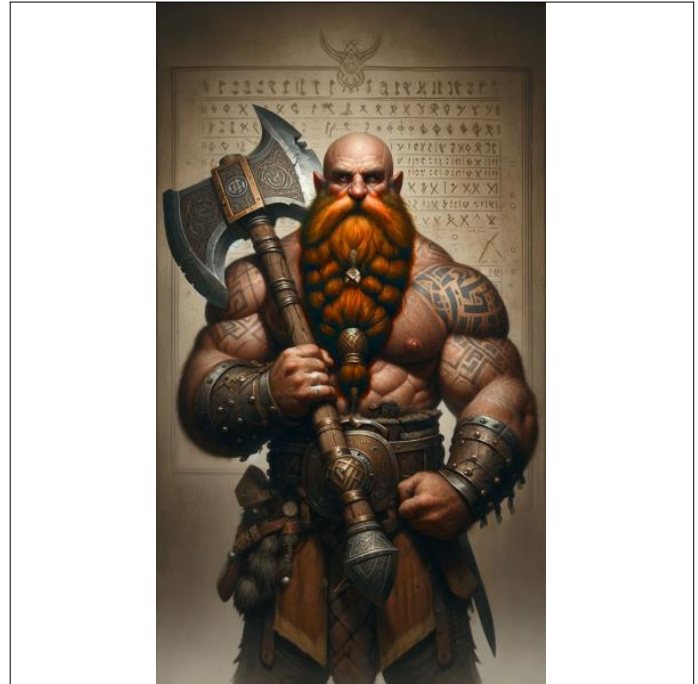
Main hand: **+13, 1d10+11 plus 2d6** Crit: x3  
Both hands: **+13, 1d10+12 plus 2d6** 1-hand, S

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype

### Gauntlet (from armor)

Main hand: **+8, 1d3+7** Crit: x2  
Light, B

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-5	DEX (0)	-	
<b>Speed greater/less than 30 ft.:</b> -4 to jump				
<b>Appraise</b>	+1	INT (1)	-	
<b>Greed:</b> +2 racial bonus to assess nonmagical metals or gemstones				
<b>Bluff</b>	-1	CHA (-1)	-	
<b>Climb</b>	+4	STR (3)	3	
<b>Diplomacy</b>	+5	CHA (-1)	3	
<b>Disguise</b>	-1	CHA (-1)	-	
<b>Escape Artist</b>	-5	DEX (0)	-	
<b>Fly</b>	-5	DEX (0)	-	
<b>Heal</b>	+12	WIS (4)	5	
<b>Intimidate</b>	+6	CHA (-1)	2	
<b>Knowledge (planes)</b>	+5	INT (1)	1	
<b>Monster Lore:</b> +4 bonus to identify the abilities and weaknesses of creatures				
<b>Perception</b>	+12	WIS (4)	5	
<b>Profession (cook)</b>	+11	WIS (4)	4	
<b>Profession (sailor)</b>	+12	WIS (4)	5	
<b>Ride</b>	-5	DEX (0)	-	
<b>Sense Motive</b>	+6	WIS (4)	-	
<b>Spellcraft</b>	+6	INT (1)	2	
<b>Stealth</b>	-5	DEX (0)	-	
<b>Survival</b>	+9	WIS (4)	2	
<b>Track:</b> +2 to track, <b>Saltbeard:</b> +2 bonus while at sea				
<b>Swim</b>	+10	STR (3)	3	

### Activated Abilities & Adjustments

Bane (+2 / 2d6, 5 rounds/day) (Su): Activated  
Bless: +1  
Furious Focus

## Activated Abilities & Adjustments

Judgment of Sacred Destruction +2 (Su): Activated  
Judgment of Sacred Justice +2 (Su): Activated  
Power Attack -1/+2  
Sacred Weapon (Su): Sacred Weapons get Higher Dam Dice  
Sacred Weapon +1 (5 rounds/day) (Su): Sacred Weapons get Higher Dam Dice

## Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Ferocious Loyalty  
Furious Focus  
Healer's Hands (+1, 1/day) (Su)  
Martial Weapon Proficiency - All  
Passing Grace  
Power Attack -1/+2  
Shield Proficiency  
Simple Weapon Proficiency - All  
Weapon Focus (Dwarven waraxe)

## Traits

Tactician (1/day)  
Touched by the Sea

## Grappling hook

Ranged: **+2, 1d6+5** Crit: x2  
Ranged, both hands: **+2, 1d6+5** Rng: 10'  
1-hand, P, Grapple

Saltbeard: +1 bonus vs. creatures with the aquatic or water subtype

## Handaxe

Main hand: **+8, 1d6+7** Crit: x3  
Light, S

Saltbeard: +1 bonus vs. creatures with the aquatic or water subtype

## Heavy crossbow

Ranged: **+2, 1d10+2** Crit: 19-20/x2  
Ranged, both hands: **+6, 1d10+2** Rng: 120'  
2-hand, P

Saltbeard: +1 bonus vs. creatures with the aquatic or water subtype

## Spear

Both hands: **+9, 1d8+9** Crit: x3  
Ranged, both hands: **+6, 1d8+5** Rng: 20'  
2-hand, P, Brace

Saltbeard: +1 bonus vs. creatures with the aquatic or water subtype

## Unarmed strike

Main hand: **+8, 1d3+7 nonlethal** Crit: x2  
Light, B, Nonlethal

Saltbeard: +1 bonus vs. creatures with the aquatic or water subtype

## Vindictive harpoon

Both hands: **+6, 1d8+9** Crit: x3  
Ranged, both hands: **+3, 1d8+5** Rng: 10'  
2-hand, P, Grapple

Saltbeard: +1 bonus vs. creatures with the aquatic or water subtype

## Experience & Wealth

Current Cash: **You have no money!**

## +1 chainmail

**+7**

Max Dex: +2, Armor Check: -5  
Spell Fail: 30%, Medium, Slows

## Heavy wooden shield

**+2**

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

## Gear

**Total Weight Carried: 106/260 lbs,**

**Encumbrance Ignored**

**(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)**

+1 chainmail	40 lbs
+1 dwarven waraxe	8 lbs
Alchemist's fire	1 lb
Explorer's outfit (Free)	-
Grappling hook	14 lbs
Handaxe	3 lbs
Heavy crossbow	8 lbs
Heavy shield bash	-
Heavy wooden shield	10 lbs
Money	-
Ring of swimming	-
Spear	6 lbs
Vindictive harpoon	16 lbs

## Special Abilities

Aura (Ex)  
Bane (+2 / 2d6, 5 rounds/day) (Su)  
Blessings (5/day) (Su)  
Darkvision (60 feet)  
Fervor (2d6, 6/day) (Su)  
Fire Strike (Su)  
Greed  
Hardy +2  
Inquisitor Domain (Fire)  
Judgment (2/day) (Su)  
Judgment of Sacred Destruction +2 (Su)  
Judgment of Sacred Healing 2 (Su)  
Judgment of Sacred Justice +2 (Su)  
Judgment of Sacred Piercing +2 (Su)  
Judgment of Sacred Protection +2 (Su)  
Judgment of Sacred Purity +2 (Su)  
Judgment of Sacred Resiliency 2: Magic (Su)  
Judgment of Sacred Resistance 4 (Fire) (Su)  
Judgment of Sacred Smiting (Magic) (Su)  
Leaping Flames (Su)  
Monster Lore +4 (Ex)

## Validation Report

**Validation Report (2 issues):** You should accept your starting cash on the Classes tab before adding weapons, armor or gear.;

Judgment: You have 2 Judgment(s) active, but may only have 1.

**Adjustments Active:** Bless: +1

## Special Abilities

Sacred Weapon +1 (5 rounds/day) (Su)  
Saltbeard +1 to attack/+2 to AC  
Slow and Steady  
Solo Tactics (Ex)  
Spontaneous Casting  
Stability +4  
Teamwork Feat (change 4/day)  
Track +2  
Warpriest Channel Positive Energy 2d6 (3/day, DC 16) (Su)

## Spell-Like Abilities

Detect Alignment (At will) (Sp)  
Discern Lies (5 rounds/day) (Sp)   
Fire Bolt 1d6+2 fire (7/day) (Sp)

## Tracked Resources

Alchemist's fire   
Armor Attunement (1/day)   
Bane (+2 / 2d6, 5 rounds/day) (Su)   
Blessings (5/day) (Su)   
Fervor (2d6, 6/day) (Su)   
Grappling hook   
Healer's Hands (+1, 1/day) (Su)   
Judgment (2/day) (Su)   
Sacred Weapon +1 (5 rounds/day) (Su)   
Spear   
Tactician (1/day)   
Teamwork Feat (change 4/day)   
Warpriest Channel Positive Energy 2d6 (3/day, DC 16) (Su)   
Weapon Attunement (1/day)

## Languages

Common  
Dwarven  
Giant

## Spells & Powers

**Inquisitor spells known** (CL 5th; concentration +9)

**Melee Touch +8 Ranged Touch +6**

**2nd (3/day)**—*flames of the faithful*<sup>APG</sup> (DC 16), *invisibility*, *lesser restoration*

**1st (5/day)**—*bles*, *divine favor*, *keep watch*, *shield of fortification*<sup>ACG</sup>

**0th (at will)**—*create water*, *daze* (DC 14), *detect poison*, *light*, *resistance*, *stabilize*

**[D]** Domain spell; **Domain Fire**

**Warpriest spells memorized** (CL 5th; concentration +9)

**Melee Touch +8 Ranged Touch +6**

**2nd**—*ironskin*, *magic siege engine*<sup>UC</sup>, *track ship* (DC 16)

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

**0th (at will)**—*detect magic*, *detect poison*, *grasp*, *guidance*, *sotto voce* (DC 14), *vigor*

## Sourcebooks Used

- **Advanced Class Guide** - Shield of Fortification (spell); Warpriest (class)
- **Advanced Player's Guide** - Flames of the Faithful (spell); Furious Focus (feat); Inquisitor (class)
- **Advanced Race Guide** - Saltbeard (alternate racial trait)
- **Blood of the Ancients** - Brightest Night (spell)
- **Blood of the Moon** - Ferocious Loyalty (feat)
- **Distant Realms** - Passing Grace (feat)
- **Faction Guide** - Sotto Voce (spell)
- **Gestalt Variant Core** - Gestalt (class)
- **Heroes of the Darklands** - Grasp (spell)
- **Knights of the Inner Sea** - Keep Watch (spell)
- **Monster Codex** - 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)
- **Planar Adventures** - Healer's Hands (feat)
- **Skull & Shackles** - Touched by the Sea (trait)
- **Ultimate Campaign** - Tactician (trait)
- **Ultimate Combat** - Abundant Ammunition (spell); Air Bubble (spell); Magic Siege Engine (spell)
- **Ultimate Wilderness** - Wildfire Blessing (special ability)