

Red

Dwarf inquisitor of Angradd 14/gestalt 14/warpriest of Angradd 14 - CL14 - CR 41

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

Ability	Score	Modifier	Temporary
STR <small>STRENGTH</small>	17/21	+3/+5	
DEX <small>DEXTERITY</small>	10	0	
CON <small>CONSTITUTION</small>	15/17	+2/+3	
INT <small>INTELLIGENCE</small>	12	+1	
WIS <small>WISDOM</small>	20/24	+5/+7	
CHA <small>CHARISMA</small>	8/10	-1/0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE <small>(CONSTITUTION)</small>	+20	=	+9	+3	+5	+3	

Hardy +2: +2 vs. poison, spells, and spell-like abilities,
Lastwall Phalanx: Gain a sacred bonus vs. spells and abilities of evil foes, equal to number of adjacent allies with Lastwall Phalanx

REFLEX <small>(DEXTERITY)</small>	+12	=	+4	+5	+3	
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Hardy +2: +2 vs. poison, spells, and spell-like abilities,
Lastwall Phalanx: Gain a sacred bonus vs. spells and abilities of evil foes, equal to number of adjacent allies with Lastwall Phalanx

WILL <small>(WISDOM)</small>	+24	=	+9	+7	+5	+3	
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Hardy +2: +2 vs. poison, spells, and spell-like abilities,
Lastwall Phalanx: Gain a sacred bonus vs. spells and abilities of evil foes, equal to number of adjacent allies with Lastwall Phalanx

Damage Reduction (3/-)	Energy Resistance, Fire (20)
Total	Armor Shield Dex Size Natur Deflec Dodge Misc
AC 34	= 10 +9 +2 +6 +2 +2 +3

Touch AC **17** **Flat-Footed AC** **32**

Back to Back: +2 circumstance bonus vs. flanking foe when adjacent to ally with Back to, **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

CM Bonus	BAB	Strength	Size	Misc
+11	=	+10	+5	-

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

CM Defense	BAB	Strength	Dexterity	Size
32	= 10	+10	+5	+0

36 vs. Bull Rush; 36 vs. Trip

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

Base Attack	+10	HP	168
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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

Initiative	+9	Damage / Current HP
Speed	20 / 30 ft	



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-7	DEX (0)	-	
Boots of striding and springing: +5 competence bonus to jump				
Appraise	+1	INT (1)	-	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	+0	CHA (0)	-	
Climb	+4	STR (5)	3	
Diplomacy	+16	CHA (0)	13	
Disguise	+0	CHA (0)	-	
Escape Artist	-7	DEX (0)	-	
Fly	-7	DEX (0)	-	
Heal	+20	WIS (7)	10	
Intimidate	+15	CHA (0)	5	
Knowledge (local)	+11	INT (1)	10	
Monster Lore: +7 bonus to identify the abilities and weaknesses of creatures				
Knowledge (nature)	+11	INT (1)	7	
Monster Lore: +7 bonus to identify the abilities and weaknesses of creatures				
Knowledge (religion)	+11	INT (1)	7	
Monster Lore: +7 bonus to identify the abilities and weaknesses of creatures				
Perception	+24	WIS (7)	14	
Profession (cook)	+14	WIS (7)	4	
Profession (sailor)	+21	WIS (7)	11	
Ride	-7	DEX (0)	-	
Sense Motive	+14	WIS (7)	-	
Spellcraft	+7	INT (1)	3	
Stealth	-7	DEX (0)	-	
Survival	+15	WIS (7)	5	
Track: +7 to track, Saltbeard: +2 bonus while at sea				
Swim	+8	STR (5)	6	

Activated Abilities & Adjustments

Fighting Defensively (-4 To Hit, +2 AC)
Initiative: +1
Judgment of Sacred Destruction +5 (Su): Activated
Judgment of Sacred Justice +3 / +6 (Su): Activated
Judgment of Sacred Piercing +5 (Su): Activated
Judgment of Sacred Protection +3 / +6 (Su): Activated
Judgment of Sacred Purity +3 / +6 (Su): Activated
Natural Armor Bonus: +3
Power Attack -3/+6
Sacred Weapon (Su): Sacred Weapons get Higher Dam Dice
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Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Back to Back
Channel Ray (210 feet)
Extended Bane

Feats

Ferocious Loyalty
Furious Focus
Greater Weapon Focus (Dwarven waraxe)
Greater Weapon Specialization (Dwarven waraxe)
Improved Critical (Dwarven waraxe)
Improved Natural Armor
Lastwall Phalanx
Martial Weapon Proficiency - All
Outflank
Passing Grace
Power Attack -3/+6
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Dwarven waraxe)
Weapon Specialization (Dwarven waraxe)
Weapon Versatility

Traits

Tactician (1/day)
Touched by the Sea

+1 impact dwarven waraxe

Main hand: **+14/+9, 2d8+21** Crit: 19-20/x2
Both hands: **+14/+9, 2d8+23** 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

Gauntlet (from armor)

Main hand: **+11/+6, 1d3+16** Crit: x2
Light, B
Saltbeard: +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat

Grappling hook

Ranged: **+5, 1d6+10** Crit: x2
Ranged, both hands: **+5, 1d6+10** 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: **+11/+6, 1d6+16** 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: **+5, 1d10+5** Crit: 19-20/x2
Ranged, both hands: **+9, 1d10+5** 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

Experience & Wealth

Current Cash: **15,103 gp**

Human-bane heavy crossbow

Ranged: **+5, 1d10+5 plus 2d6 vs. human** Crit: 19-20/x2
Rng: 120'
2-hand, P
Ranged, both hands: **+9, 1d10+5 plus 2d6 vs. human**

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: **+11/+6, 1d8+21** Crit: x3
Rng: 20'
Ranged, both hands: **+9, 1d8+10** 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

Unarmed strike

Main hand: **+11/+6, 1d3+16** 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: **+8/+3, 1d8+21** Crit: x3
Rng: 10'
Ranged, both hands: **+6, 1d8+10** 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

+9 Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Dwarven plate

+9 Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, 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

Validation Report

Validation Report (1 issues): Judgment: You have 5 Judgment(s) active, but may only have 2.

Adjustments Active: Fighting Defensively (-4 To Hit, +2 AC): **0**; Initiative: +1; Natural Armor Bonus: +3 Sacred Bonus

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Gear

Total Weight Carried: 192/460 lbs, Encumbrance Ignored

(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)

+1 impact dwarven waraxe	8 lbs
Alchemist's fire	1 lb
Boots of striding and springing	1 lb
Buccaneer's breastplate	30 lbs
Cloak of the manta ray	1 lb
Dwarven plate	50 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
Irongrip gauntlets	4 lbs
Money	-
Phylactery of positive channeling	-
Potion of water breathing x3	-
Ring of the iron skull (1/day)	-
Spear	6 lbs
Vindictive harpoon	16 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)
 [N/A] Bane (human)
 Blessings (10/day) (Su)
 Darkvision (60 feet)
 Exploit Weakness (Ex)
 Fervor (5d6, 14/day) (Su)
 Fiery Wake (Su)
 Fire Strike (Su)
 Greater Bane (+2 / 4d6, 21 rounds/day) (Su)
 Greed
 Hardy +2
 Inquisitor Domain (Fire)
 Judgment of Sacred Destruction +5 (Su)
 Judgment of Sacred Healing 5 (Su)
 Judgment of Sacred Justice +3 / +6 (Su)
 Judgment of Sacred Piercing +5 (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 10 (Fire) (Su)
 Judgment of Sacred Smiting (Magic, Good, Adamantine)
 Leaping Flames (Su)
 Monster Lore +7 (Ex)
 Sacred Armor +3 (14 minutes/day) (Su)
 Sacred Weapon +3 (14 rounds/day) (Su)
 Saltbeard +1 to attack/+2 to AC
 Second Judgment (5/day) (Su)
 Slow and Steady

Special Abilities

Solo Tactics (Ex)
 Spontaneous Casting
 Stability +4
 Stalwart (Ex)
 Teamwork Feat (change 7/day)
 Track +7
 Warpriest Channel Positive Energy 7d6 (7/day, DC 24) (Su)

Spell-Like Abilities

Detect Alignment (At will) (Sp)
 Discern Lies (14 rounds/day) (Sp)

 Fire Bolt 1d6+7 fire (10/day) (Sp)

Tracked Resources

Alchemist's fire
 Armor Attunement (1/day)
 Blessings (10/day) (Su)
 Buoyancy (1/day)
 Fervor (5d6, 14/day) (Su)

 Grappling hook
 Greater Bane (+2 / 4d6, 21 rounds/day) (Su)

 Potion of water breathing
 Ring of the iron skull (1/day)
 Sacred Armor +3 (14 minutes/day) (Su)

 Sacred Weapon +3 (14 rounds/day) (Su)

 Second Judgment (5/day) (Su)
 Spear
 Tactician (1/day)
 Teamwork Feat (change 7/day)
 Wand of cure light wounds

 Wand of cure light wounds

 Wand of cure light wounds

 Warpriest Channel Positive Energy 7d6 (7/day, DC 24) (Su)
 Weapon Attunement (1/day)

Languages

Common
Dwarven

Giant

Spells & Powers

Inquisitor spells known (CL 14th; concentration +26)

Melee Touch +11 Ranged Touch +9

5th (3/day)—*mass ghostbane dirge*^{APG} (DC 22), *communal stonesskin*^{UC}, *true seeing*

4th (5/day)—*burst of glory*, *dismissal* (DC 21), *greater invisibility*, *stonesskin*

3rd (6/day)—*dimensional anchor*, *dispel magic*, *greater shield of fortification*^{ACG}, *shield of wings*, *speak with dead* (DC 20)

2nd (7/day)—*calm emotions* (DC 19), *ghostbane dirge*^{APG} (DC 19), *invisibility*, *knock*, *litany of defense*^{UC}, *lesser restoration*

1st (7/day)—*bless*, *comprehend languages*, *keep watch*, *open and shut*^{UI} (DC 18), *shield of faith*, *shield of fortification*^{ACG}

0th (at will)—*create water*, *daze* (DC 17), *detect poison*, *light*, *resistance*, *stabilize*

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

Warpriest spells memorized (CL 14th; concentration +26)

Melee Touch +11 Ranged Touch +9

5th—*mass ghostbane dirge*^{APG} (DC 22), *righteous might*, *communal tongues*^{UC}

4th— *blessing of fervor*^{APG} (3, DC 21), *divination*, *shield of the dawnflower*^{ISWG}

3rd—*blindness/deafness* (2, DC 20), *daylight*, *free swim*, *guiding star*^{APG}, *water breathing*

2nd—*ironskin*, *ironskin*, *magic siege engine*^{UC}, *lesser restoration* (2), *shield of fortification*^{ACG}, *track ship* (DC 19)

1st—*abundant ammunition*^{UC}, *air bubble*^{UC}, *bless*, *brightest night*, *entropic shield*, *starsight*, *waterproof*

0th (at will)—*create water*, *detect magic*, *detect poison*, *grasp*, *guidance*, *sotto voce* (DC 17), *vigor*

Sourcebooks Used

- **Advanced Class Guide** - Buoyancy (spell); Shield of Fortification (spell); Shield of Fortification (spell); Shield of Fortification, Greater (spell); Warpriest (class)
- **Advanced Player's Guide** - Blessing of Fervor (spell); Furious Focus (feat); Ghostbane Dirge (spell); Ghostbane Dirge, Mass (spell); Guiding Star (spell); 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)
- **Gods & Magic / Inner Sea World Guide** - Shield of the Dawnflower (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)
- **Paths of the Righteous** - Shield of Wings (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** - Ring of the iron skull (equipment); Touched by the Sea (trait)
- **Ultimate Campaign** - Tactician (trait)
- **Ultimate Combat** - Abundant Ammunition (spell); Air Bubble (spell); Back to Back (feat); Litany of Defense (spell); Magic Siege Engine (spell); Stonesskin, Communal (spell); Tongues, Communal (spell)
- **Ultimate Equipment** - Impact (item power)
- **Ultimate Intrigue** - Open and Shut (spell)
- **Ultimate Magic** - Extended Bane (feat)
- **Ultimate Wilderness** - Wildfire Blessing (special ability)
- **Undead Slayer's Handbook** - Weapon Versatility (feat)