

## Red

**Dwarf inquisitor of Angradd 20/gestalt 20/warpriest of Angradd 20 - CL20 - CR 59**

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

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>22/36</b>	<b>+6/+13</b>	
<b>DEX</b> DEXTERITY	<b>10/12</b>	<b>0/+1</b>	
<b>CON</b> CONSTITUTION	<b>15/25</b>	<b>+2/+7</b>	
<b>INT</b> INTELLIGENCE	<b>12/16</b>	<b>+1/+3</b>	
<b>WIS</b> WISDOM	<b>26/32</b>	<b>+8/+11</b>	
<b>CHA</b> CHARISMA	<b>8/14</b>	<b>-1/+2</b>	

Saving Throw    Total    Base    Ability    Resist    Misc    Temp    Notes

**FORTITUDE** (CONSTITUTION)    **+29** = **+12** **+7** **+5** **+5**

**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** (DEXTERITY)    **+18** = **+6** **+1** **+5** **+6**

**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** (WISDOM)    **+33** = **+12** **+11** **+5** **+5**

**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 (10/adamantine [42

Damage Reduction (5/evil)

Damage Reduction (3/-)

Immunity to Fire

Total    Armor    Shield    Dex    Size    Natur    Deflec    Dodge    Misc

**AC**    **56** = **10** **+14** **+9** **+1** **-1** **+11** **+5** **+1** **+6**

**Touch AC**    **22**    **Flat-Footed AC**    **54**

**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

BAB    Strength    Size    Misc

**CM Bonus**    **+31** = **+15** **+13** **+1** **-**

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

BAB    Strength    Dexterity    Size

**CM Defense**    **52** = **10** **+15** **+13** **+1** **+1**

56 vs. Bull Rush; 56 vs. Trip

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

**Base Attack**    **+15**

**HP**    **320**

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Critical Focus:** +4 circumstance bonus to confirm critical hits

Damage / Current HP

**Initiative**    **+14**

**Speed**    **20 / 40 ft**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-5</b>	DEX (1)	-	
<b>Boots of striding and springing:</b> +5 competence bonus to jump, <b>Speed greater/less than 30 ft.:</b> +4 to jump				
<b>Appraise</b>	<b>+5</b>	INT (3)	-	
<b>Greed:</b> +2 racial bonus to assess nonmagical metals or gemstones				
<b>Bluff</b>	<b>+2</b>	CHA (2)	-	
<b>Climb</b>	<b>+15</b>	STR (13)	5	
<b>Diplomacy</b>	<b>+25</b>	CHA (2)	20	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>-5</b>	DEX (1)	-	
<b>Fly</b>	<b>-7</b>	DEX (1)	-	
<b>Heal</b>	<b>+34</b>	WIS (11)	20	
<b>Intimidate</b>	<b>+24</b>	CHA (2)	7	
<b>Knowledge (local)</b>	<b>+23</b>	INT (3)	20	
<b>Monster Lore:</b> +11 bonus to identify the abilities and weaknesses of creatures				
<b>Knowledge (nature)</b>	<b>+26</b>	INT (3)	20	
<b>Monster Lore:</b> +11 bonus to identify the abilities and weaknesses of creatures				
<b>Knowledge (religion)</b>	<b>+26</b>	INT (3)	20	
<b>Monster Lore:</b> +11 bonus to identify the abilities and weaknesses of creatures				
<b>Perception</b>	<b>+34</b>	WIS (11)	20	
<b>Profession (cook)</b>	<b>+18</b>	WIS (11)	4	
<b>Profession (sailor)</b>	<b>+34</b>	WIS (11)	20	
<b>Ride</b>	<b>-5</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+21</b>	WIS (11)	-	
<b>Spellcraft</b>	<b>+9</b>	INT (3)	3	
<b>Stealth</b>	<b>+3</b>	DEX (1)	9	
<b>Survival</b>	<b>+19</b>	WIS (11)	5	
<b>Track:</b> +10 to track, <b>Saltbeard:</b> +2 bonus while at sea				
<b>Swim</b>	<b>+18</b>	STR (13)	7	

## Activated Abilities & Adjustments

Ability Score (Temporary): +4

Haste

Initiative: +1

Judgment of Sacred Destruction +7 (Su): Activated

Judgment of Sacred Justice +5 / +10 (Su): Activated

Judgment of Sacred Protection +6 / +12 (Su): Activated

Judgment of Sacred Purity +5 / +10 (Su): Activated

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

Natural Armor Bonus: +5

Power Attack -4/+8

Righteous Might: DR 5/evil

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

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

Sacred Weapon +5 (20 rounds/day) (Su): Sacred Weapons get Higher Dam Dice

Stoneskin: 10/adamantine (42 HP remaining): 180

## Feats

Armor Proficiency (Heavy)

Armor Proficiency (Light)

## Feats

Armor Proficiency (Medium)  
Back to Back  
Channel Ray (270 feet)  
Critical Focus  
Extended Bane  
Extra Channel  
Extra Channel  
Ferocious Loyalty  
Furious Focus  
Greater Shield Focus  
Greater Weapon Focus (Dwarven waraxe)  
Greater Weapon Specialization (Dwarven waraxe)  
Improved Back to Back  
Improved Critical (Dwarven waraxe)  
Improved Natural Armor  
Lastwall Phalanx  
Martial Weapon Proficiency - All  
Outflank  
Passing Grace  
Power Attack -4/+8  
Shield Focus  
Shield Proficiency  
Simple Weapon Proficiency - All  
Trade Initiative  
Weapon Focus (Dwarven waraxe)  
Weapon Specialization (Dwarven waraxe)  
Weapon Versatility

## Traits

Tactician (1/day)  
Touched by the Sea

### +4 impact keen dwarven waraxe

Main hand: **+35/+35/+30/+25, 4d8+36** Crit: 19-20/×3  
Both hands: **+35/+35/+30/+25,** 1-hand, S  
**4d8+42**

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Critical Focus:** +4 circumstance bonus to confirm critical hits

### Gauntlet (from armor)

Main hand: **+29/+29/+24/+19, 1d4+28** Crit: ×2  
Light, B

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Critical Focus:** +4 circumstance bonus to confirm critical hits

### Grappling hook

Ranged: **+17/+17, 1d8+20** Crit: ×2  
Ranged, both hands: **+17/+17,** Rng: 10'  
**1d8+20** 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, **Critical Focus:** +4 circumstance bonus to confirm critical hits

## Experience & Wealth

Current Cash: **44,826 gp, 5 sp**

## Handaxe

Main hand: **+29/+29/+24/+19, 1d8+28** Crit: ×3  
Light, S

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Critical Focus:** +4 circumstance bonus to confirm critical hits

## Heavy crossbow

Ranged: **+17/+17, 1d10+7** Crit: 19-20/×2  
Ranged, both hands: **+21/+21,** Rng: 120'  
**1d10+7** 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, **Critical Focus:** +4 circumstance bonus to confirm critical hits

## Human-bane heavy crossbow

Ranged: **+17/+17, 1d10+7 plus** Crit: 19-20/×2  
**2d6 vs. human** Rng: 120'  
Ranged, both hands: **+21/+21,** 2-hand, P  
**1d10+7 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, **Critical Focus:** +4 circumstance bonus to confirm critical hits

## Spear

Both hands: **+29/+29/+24/+19,** Crit: ×3  
**2d6+38** Rng: 20'  
2-hand, P, Brace

Ranged, both hands: **+21/+21,**  
**2d6+20**

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Critical Focus:** +4 circumstance bonus to confirm critical hits

## Unarmed strike

Main hand: **+29/+29/+24/+19,** Crit: ×2  
**1d4+28 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, **Critical Focus:** +4 circumstance bonus to confirm critical hits

## Vindictive harpoon

Both hands: **+26/+26/+21/+16,** Crit: ×3  
**2d6+38** Rng: 10'  
2-hand, P, Grapple

Ranged, both hands: **+18/+18,**  
**2d6+20**

**Saltbeard:** +1 bonus vs. creatures with the aquatic or water subtype, **Outflank:** +2 bonus when flanking foe with ally w/this feat, **Critical Focus:** +4 circumstance bonus to confirm critical hits

## +5 heavy wooden shield

**+9**

Max Dex: -, Armor Check: -1  
Spell Fail: 15%, Shield

## Validation Report

**Validation Report (1 issues):** Judgment: You have 5 Judgment(s) active, but may only have 3.

**Adjustments Active:** Ability Score (Temporary): +4 Strength; Haste:; Initiative: +1; Natural Armor Bonus: +5 Sacred Bonus; Righteous Might: DR 5/evil:; Stoneskin: 10/adamantine (42 HP remaining): 180

## Dwarven plate

# +14

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

## Gear

**Total Weight Carried: 317/7360 lbs,  
Encumbrance Ignored  
(Light: 2448 lbs, Medium: 4904 lbs, Heavy: 7360 lbs)**

+4 impact keen dwarven waraxe	16 lbs
+5 heavy wooden shield	20 lbs
Alchemist's fire	1 lb
Bag of holding II (empty)	50 lbs
Boots of striding and springing	2 lbs
Cloak of the manta ray	2 lbs
Dwarven plate	100 lbs
Explorer's outfit (Free)	-
Gauntlets of the deep	4 lbs
Grappling hook	28 lbs
Handaxe	6 lbs
Heavy crossbow	16 lbs
Heavy shield bash	-
Human-bane heavy crossbow	16 lbs
Irongrip gauntlets	10 lbs
Money	-
Necklace of adaptation	2 lbs
Phylactery of positive channeling	-
Pirate lord's patch (1/day)	-
Potion of heroism x2	-
Potion of water breathing x3	-
Ring of evasion	-
Ring of the iron skull (1/day)	-
Spear	12 lbs
Vindictive harpoon	32 lbs
Wand of cure light wounds	-
Wand of cure light wounds	-
Wand of cure light wounds	-
Wand of cure moderate wounds	-

## Special Abilities

Armor of Flame (Su)  
 Aura (Ex)  
 [N/A] Bane (human)  
 Blessings (13/day) (Su)  
 Darkvision (60 feet)  
 Evasion (Ex)  
 Exploit Weakness (Ex)  
 Fervor (7d6, 21/day) (Su)  
 Fiery Wake (Su)  
 Fire Strike (Su)  
 Greater Bane (+2 / 4d6, 31 rounds/day) (Su)  
 Greed  
 Hardy +2  
 Inquisitor Domain (Fire)  
 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)

## Special Abilities

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)  
 Leaping Flames (Su)  
 Monster Lore +11 (Ex)  
 Sacred Armor +5 (20 minutes/day) (Su)  
 Sacred Weapon +5 (20 rounds/day) (Su)  
 Saltbeard +1 to attack/+2 to AC  
 Slayer (Judgment of Protection) (Ex)  
 Slow and Steady  
 Solo Tactics (Ex)  
 Spontaneous Casting  
 Stability +4  
 Stalwart (Ex)  
 Teamwork Feat (change 11/day)  
 Third Judgment (7/day) (Su)  
 Track +10  
 True Judgment (1/1d4 rounds, DC 31) (Su)  
 Warpriest Channel Positive Energy 9d6 (14/day, DC 31)

## Spell-Like Abilities

Detect Alignment (At will) (Sp)  
 Discern Lies (20 rounds/day) (Sp)    
 Fire Bolt 1d6+10 fire (14/day) (Sp)

## Tracked Resources

Alchemist's fire   
 Armor Attunement (1/day)   
 Blessings (13/day) (Su)    
  
 Fervor (7d6, 21/day) (Su)    
  
  
 Grappling hook   
 Greater Bane (+2 / 4d6, 31 rounds/day) (Su)    
  
  
 Pirate lord's patch (1/day)   
 Potion of heroism   
 Potion of water breathing   
 Ring of the iron skull (1/day)   
 Sacred Armor +5 (20 minutes/day) (Su)    
  
 Sacred Weapon +5 (20 rounds/day) (Su)    
  
 See Invisibility (5 min, 1/day)   
 Spear

## Tracked Resources

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Third Judgment (7/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
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Warrior Channel Positive Energy 9d6 (14/day, DC 31) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Weapon Attunement (1/day)		<input type="checkbox"/>

## Spells & Powers

**Inquisitor spells known** (CL 20th; concentration +31)  
**Melee Touch +29 Ranged Touch +21**  
**6th (7/day)**—*mass cure moderate wounds, greater dispel magic, heal, greater named bullet<sup>UC</sup>, greater neutralize poison*  
**5th (7/day)**—*banishing blade* (DC 26), *mass ghostbane dirge<sup>APG</sup>* (DC 26), *spell resistance, communal stoneskin<sup>UC</sup>, true seeing*  
**4th (7/day)**—*burst of glory, dismissal* (DC 25), *holy smite* (DC 25), *greater invisibility, restoration, stoneskin*  
**3rd (8/day)**—*dimensional anchor, dispel magic, invisibility purge, greater shield of fortification<sup>ACG</sup>, shield of wings, speak with dead* (DC 24)  
**2nd (8/day)**—*calm emotions* (DC 23), *ghostbane dirge<sup>APG</sup>* (DC 23), *invisibility, knock, litany of defense<sup>UC</sup>, lesser restoration*  
**1st (8/day)**—*bless, comprehend languages, keep watch, open and shut<sup>UI</sup>* (DC 22), *shield of faith, shield of fortification<sup>ACG</sup>*  
**0th (at will)**—*create water, daze* (DC 21), *detect poison, light, resistance, stabilize*  
**[D]** Domain spell; **Domain Fire**

**Warrior priest spells memorized** (CL 20th; concentration +31)  
**Melee Touch +29 Ranged Touch +21**  
**6th**—*banishment* (DC 27), *blade barrier* (DC 27), *mass cure moderate wounds, greater dispel magic, eaglesoul, heal, invoke deity*  
**5th**—*mass ghostbane dirge<sup>APG</sup>* (DC 26), *holy ice<sup>UM</sup>, righteous might, spell resistance, true seeing, undeath ward* (DC 26), *wall of stone*  
**4th**—*blessing of fervor<sup>APG</sup>* (3, DC 25), *divination, divine power, greater shield of fortification<sup>ACG</sup>, shield of the dawnflower<sup>ISWG</sup>*  
**3rd**—*blindness/deafness* (2, DC 24), *daylight, dispel magic, free swim, guiding star<sup>APG</sup>, remove curse, water breathing*  
**2nd**—*ironskin, ironskin, lesser restoration* (2), *shield of fortification<sup>ACG</sup>, shield other, silence* (DC 23), *track ship* (DC 23)  
**1st**—*abundant ammunition<sup>UC</sup>, air bubble<sup>UC</sup>, bless, brightest night, entropic shield, shadow trap* (DC 22), *starsight, waterproof*  
**0th (at will)**—*create water, detect magic, detect poison, grasp, guidance, light, sotto voce* (DC 21), *vigor*

## Languages

Abyssal  
 Celestial  
 Common

Dwarven  
 Giant

## Sourcebooks Used

- **Advanced Class Guide** - Shield of Fortification (spell); Shield of Fortification (spell); Shield of Fortification, Greater (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 Race Guide** - Saltbeard (alternate racial trait)
- **Aquatic Adventures** - Free Swim (spell)
- **Arcane Anthology** - Banishing Blade (spell)
- **Auto Bonus Progression / Auto Bonus Progression (No magic treasure)** - Legendary Ability (special ability); Legendary Armor (special ability); Legendary Body (special ability); Legendary Mind (special ability); Legendary Shieldmaster (special ability); Legendary Weapon (special ability)
- **Blood of Shadows** - Shadow Trap (spell)
- **Blood of the Ancients** - Brightest Night (spell)
- **Blood of the Moon** - Ferocious Loyalty (feat)
- **Champions of Purity** - Lastwall Phalanx (feat)
- **Chronicle of Legends** - Capstone - Perfect Body, Flawless Mind (archetype)
- **Dirty Tactics Toolbox** - Neutralize Poison, Greater (spell)
- **Distant Realms** - Passing Grace (feat)
- **Distant Shores** - Trade Initiative (feat)
- **Dungeons of Golarion** - Undeath Ward (spell)
- **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 Magic** - Eaglesoul (spell)
- **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)
- **Planar Adventures** - Invoke Deity (spell)
- **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); Improved Back to Back (feat); Litany of Defense (spell); Named Bullet, Greater (spell); Stoneskin, Communal (spell)
- **Ultimate Equipment** - Impact (item power)
- **Ultimate Intrigue** - Open and Shut (spell)
- **Ultimate Magic** - Extended Bane (feat); Holy Ice (spell)
- **Ultimate Wilderness** - Wildfire Blessing (special ability)
- **Undead Slayer's Handbook** - Weapon Versatility (feat)