

## Alaric Aethelred

Male human gunslinger (pistolero) 1/inquisitor (witch hunter) of Tolc 1/gestalt 1 - CL1 - CR 2

Chaotic Good Humanoid (Human); Deity: **Tolc**; Age: **24**;

Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	10	0	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	13	+1	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	16	+3	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+3	= +2	+1				
<b>REFLEX</b> (DEXTERITY)	+5	= +2	+3				
<b>WILL</b> (WISDOM)	+5	= +2	+3				

**Hex-Proof:** +2 bonus vs. hexes and spells or spell like abilities of fey

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 16	= 10	+3	+3					

<b>Touch AC</b> 13	<b>Flat-Footed AC</b> 13		
BAB	Strength	Size	Misc

<b>CM Bonus</b> +1	=	+1	+0	-	-
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CM Defense	Total	Base	Strength	Dexterity	Size
14	= 10	+1	+0	+3	-

<b>Base Attack</b>	+1	<b>HP</b>	12
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<b>Initiative</b>	+3	Damage / Current HP	
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<b>Speed</b>	40 ft
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### Dagger

Main hand: **+1, 1d4**

Crit: 19-20/x2

Ranged: **+4, 1d4**

Rng: 10'  
Light, P/S

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### Pistol

Ranged: **+5, 1d8**

Crit: x4

Ranged, both hands: **+5, 1d8**

Rng: 20'  
1-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+2	DEX (3)	-	
Speed greater/less than 30 ft.: +4 to jump				
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+2	CHA (2)	-	
<b>Climb</b>	-1	STR (0)	-	
<b>Craft (alchemy)</b>	+5	INT (1)	1	
<b>Craft (firearms)</b>	+5	INT (1)	1	
<b>Diplomacy</b>	+6	CHA (2)	1	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	+2	DEX (3)	-	
<b>Fly</b>	+2	DEX (3)	-	
<b>Heal</b>	+3	WIS (3)	-	
<b>Intimidate</b>	+3	CHA (2)	-	
<b>Knowledge (local)</b>	+5	INT (1)	1	
<b>Linguistics</b>	+2	INT (1)	1	
<b>Perception</b>	+3	WIS (3)	-	
<b>Ride</b>	+2	DEX (3)	-	
<b>Sense Motive</b>	+5	WIS (3)	-	
<b>Spellcraft</b>	+5	INT (1)	1	
Spell Sage: +3 to identify a spell as it's being cast, to identify the properties of a magic item using <i>detect magic</i> , or to decipher a scroll				
<b>Stealth</b>	+6	DEX (3)	1	
<b>Survival</b>	+7	WIS (3)	1	
<b>Swim</b>	-1	STR (0)	-	

### Feats

Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Exotic Weapon Proficiency (One-Handed Firearms)  
 Gunsmithing  
 Martial Weapon Proficiency - All  
 Point-Blank Shot  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Weapon Focus (Pistol)

### Traits

Hex-Proof  
 Vigilante Witch Hunter

### Special Abilities

Agile Feet (6/day) (Su)  
 Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)  
 Deed: Quick Clear (Ex)  
 Deed: Up Close and Deadly +1d6 (Ex)  
 Grit (Ex)  
 Inquisitor (Witch Hunter) Domain (Travel)  
 Judgment (1/day) (Su)  
 Judgment of Sacred Destruction +1 (Su)  
 Judgment of Sacred Healing 1 (Su)  
 Judgment of Sacred Justice +1 (Su)  
 Judgment of Sacred Piercing +1 (Su)

### Unarmed strike

Main hand: **+1, 1d3 nonlethal** Crit: ×2  
 Light, B, Nonlethal

### Studded leather

**+3**

Max Dex: +5, Armor Check: -1  
 Spell Fail: 15%, Light

### Gear

**Total Weight Carried: 108.5/100 lbs, Encumbrance Ignored**

**(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Belt pouch (empty)	0.5 lbs
Candle x10	-
Dagger	1 lb
Dagger	1 lb
Flint and steel	-
Gunsmith's kit	2 lbs
Hex nail	-
Hex nail	-
Hex nail	-
Hex nail	-
Holy symbol, wooden (Tolc)	-
Holy text (Tolc)	-
Manacles	2 lbs
Mess kit	1 lb
Money	-
Pistol	4 lbs
Pot	4 lbs
Pot	4 lbs
Powder horn (empty)	1 lb
Rope	10 lbs
Rope	10 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Studded leather	20 lbs
Torch x10	1 lb
Torch x10	1 lb
Trail rations x5	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs
Waterskin	4 lbs

### Special Abilities

Judgment of Sacred Protection +1 (Su)  
 Judgment of Sacred Purity +1 (Su)  
 Judgment of Sacred Resiliency 1: Magic (Su)  
 Judgment of Sacred Resistance 2 (Cold) (Su)  
 Judgment of Sacred Smiting (Magic) (Su)  
 Spell Sage +3 (Ex)

### Experience & Wealth

Current Cash: **500 gp**

### Tracked Resources

Agile Feet (6/day) (Su)	□□□□□□ □
Dagger	□
Dagger	□
Grit Pool (3/day)	□□□
Judgment (1/day) (Su)	□
Torch	□□□□□ □□□□□
Torch	□□□□□ □□□□□
Trail rations	□□□□□
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### Languages

Common  
 Hallit  
 Skald

### Spells & Powers

**Inquisitor (Witch Hunter) spells known** (CL 1st; concentration +4)  
**Melee Touch +1 Ranged Touch +4**  
**1st (2/day)**—*bles*, *divine favor*  
**0th (at will)**—*detect magic*, *light*, *read magic*, *resistance*  
**[D]** Domain spell; **Domain** Travel

### Sourcebooks Used

- **Advanced Player's Guide** - Inquisitor (class)
- **Black Markets** - Hex-Proof (trait)
- **Gestalt Variant Core** - Gestalt (class)
- **Inner Sea Races / Inner Sea World Guide** - Hallit (language); Skald (language)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Pistol (weapon); Powder horn (equipment)
- **People of the North / Reign of Winter** - Hex nail (equipment); Vigilante Witch Hunter (trait)
- **Ultimate Combat** - Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat); Pistolero (archetype); Witch Hunter (archetype)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

### Validation Report

**Validation Report (0 issues):** Nothing identified