

Ivan

Half-elf inquisitor (living grimoire) of Nethys 1/gestalt
1/evoker (admixture^{APG}) 1 - CL1 - CR 2

Chaotic Neutral Humanoid (Elf, Human); Deity: **Nethys**; Age: 24; Height: 5' 9"; Weight: 135 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	18	+4	
WIS WISDOM	12	+1	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	= +2	+1		+1		
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+0	=					
	Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+3	= +2	+1				
	Elven Immunities: +2 vs. enchantments						

Elven Immunities	Energy Resistance, Cold (2)
Elven Immunities - Sleep	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	= 10	+1						

Touch AC 10	Flat-Footed AC 11
	BAB Strength Size Misc

CM Bonus +1	=	-	+1	-	-
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		BAB	Strength	Dexterity	Size
CM Defense 11	= 10	-	+1	+0	-

Base Attack	+0	HP	11
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Initiative	+0	Damage / Current HP
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Speed	30 ft
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Dagger

Main hand: **+1, 1d4+1** Crit: 19-20/x2
Ranged: **+0, 1d4+1** Rng: 10'
Light, P/S

Dagger

Main hand: **+1, 1d4+1** Crit: 19-20/x2
Ranged: **+0, 1d4+1** Rng: 10'
Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	-	
Appraise	+8	INT (4)	1	
Bluff	+6	CHA (2)	1	
Climb	+5	STR (1)	1	
Diplomacy	+6	CHA (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	+0	DEX (0)	-	
Fly	+0	DEX (0)	-	
Heal	+5	WIS (1)	1	
Intimidate	+7	CHA (2)	1	
Perception	+10	WIS (1)	1	
Ride	+0	DEX (0)	-	
Sense Motive	+6	WIS (1)	1	
Spellcraft	+8	INT (4)	1	
Stealth	+0	DEX (0)	-	
Survival	+5	WIS (1)	1	
Swim	+1	STR (1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Extra Reservoir
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Wizard Weapon Proficiencies

Traits

Magical Lineage (Shocking Grasp)
Northern Ancestry

Special Abilities

Admixture
Arcane Reservoir +1 DC or CL (7/day) (Su)
Destructive Smite +1 (4/day) (Su)
Elf Blood
Inquisitor (Living Grimoire) Domain (Destruction)
Intense Spells (+1 damage) (Su)
Low-Light Vision
Sacred Word (Su)
School Understanding (2 rounds)
Versatile Evocation (7/day) (Su)

Greatsword

Both hands: **-3, 2d6+1** Crit: 19-20/x2
2-hand, S

Holy Book

Main hand: **+2, 1d6+1** Crit: x2
Light, B

Rp. heavy crossbow

Ranged: **-4, 1d10** Crit: 19-20/x2
Ranged, both hands: **+0, 1d10** Rng: 120'
2-hand, P

Touch attack

Main hand: **+1, As Spell** Crit: x2
Light

Unarmed strike

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

Quilted cloth armor

+1 Max Dex: +8, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 96/150 lbs, Encumbrance Ignored

(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Blanket, winter	3 lbs
Candle x10	-
Dagger	1 lb
Dagger	1 lb
Flint and steel	-
Greatsword	8 lbs
Holy Book	4 lbs
Holy symbol, wooden (GREAT SWORD)	-
Holy text (Gorman)	-
Living Grimoire Starting Spellbook	3 lbs
Manacles	2 lbs
Mess kit	1 lb
Money	-
Pot	4 lbs
Quilted cloth armor	15 lbs
Rope	10 lbs
Rp. heavy crossbow	12 lbs
Snow goggles	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Touch attack	-

Experience & Wealth

Current Cash: **900 gp**

Gear

Total Weight Carried: 96/150 lbs, Encumbrance Ignored

(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Trail rations x5	1 lb
Waterskin	4 lbs
Wizard Starting Spellbook	3 lbs

Tracked Resources

Arcane Reservoir +1 DC or CL (7/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Destructive Smite +1 (4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Versatile Evocation (7/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Dwarven
Common	Elven
Daemonic	Infernal

Spells & Powers

Evoker (Exploiter Wizard) spells memorized (CL 1st; concentration +5)

Melee Touch +1 Ranged Touch +0

1st—endure elements, mage armor

0th (at will)—acid splash, detect magic, flare (DC 14), mage hand, prestidigitation

Inquisitor (Living Grimoire) spells memorized (CL 1st; concentration +5)

Melee Touch +1 Ranged Touch +0

1st—bless, expeditious retreat

0th (at will)—create water, disrupt undead, guidance, light, stabilize

[D] Domain spell; Domain Destruction

Validation Report

Validation Report (0 issues): Nothing identified

Sourcebooks Used

- **Advanced Class Guide** - Exploiter Wizard (archetype); Extra Reservoir (feat); School Understanding (special ability)
- **Advanced Player's Guide** - Admixture (special ability); Brand (spell); Inquisitor (class); Sift (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Quilted cloth armor (armor)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Lineage (trait)
- **Gestalt Variant Core** - Gestalt (class)
- **Horror Adventures** - Living Grimoire (archetype)
- **Inner Sea Intrigue** - Oath of Anonymity (spell)
- **Jade Regent / Reign of Winter / Ultimate Equipment** - Snow goggles (equipment)
- **People of the North / Reign of Winter** - Northern Ancestry (trait)
- **ShadowChemosh's Adjustments / ShadowChemosh's Equipment** - Touch Attack (weapon)
- **Ultimate Combat** - Mount, Communal (spell)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)