

Alaric Aethelred

Male human gunslinger (pistolero) 14/inquisitor (witch hunter) of Tolc 14/gestalt 14 - CL14 - CR 41
Chaotic Good Humanoid (Human); Deity: **Tolc**; Age: **24**;
Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18/20	+4/+5	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	16/18	+3/+4	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14	=	+9	+3	+2		
	Cold weather outfit: +5 circumstance bonus vs. cold weather						
REFLEX (DEXTERITY)	+16	=	+9	+5	+2		
WILL (WISDOM)	+15	=	+9	+4	+2		
	Hex-Proof: +2 bonus vs. hexes and spells or spell like abilities of fey						

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	27	= 10	+6		+5		+1	+1	+4	
Touch AC	20		Flat-Footed AC		18					
			BAB	Strength	Size	Misc				
CM Bonus	+17	=	+14	+0	-	-				
See the Base Attack (below) for modifiers that may also apply to CMB										
			BAB	Strength	Dexterity	Size				
CM Defense	34	= 10	+14	+0	+5	-				

Base Attack	+14	HP	196
Enfilading Fire: +2 bonus on ranged attacks vs. a foe flanked by an ally w/this feat.			
Initiative	+11	Damage / Current HP	
Speed	40 ft		

+1 dragon-bane thawing longspear

Both hands: **+18/+13/+8, 1d8+6** Crit: ×3
plus 2d6 vs. dragon and 1d6 2-hand, P, Brace,
vs. cold subtype

Enfilading Fire: +2 bonus on ranged attacks vs. a foe flanked by an ally w/this feat.

+2 mithral chain shirt

+6

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+14	DEX (5)	6	
Speed greater/less than 30 ft.: +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+7	CHA (2)	2	
Climb	+0	STR (0)	-	
Craft (alchemy)	+5	INT (1)	1	
Craft (firearms)	+5	INT (1)	1	
Diplomacy	+6	CHA (2)	1	
Disable Device	+23	DEX (5)	9	
Disguise	+2	CHA (2)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+8	WIS (4)	1	
Intimidate	+13	CHA (2)	1	
Knowledge (arcana)	+13	INT (1)	9	
Knowledge (dungeoneering)	+10	INT (1)	6	
Knowledge (local)	+14	INT (1)	10	
Knowledge (nature)	+14	INT (1)	10	
Knowledge (planes)	+14	INT (1)	10	
Knowledge (religion)	+14	INT (1)	10	
Linguistics	+4	INT (1)	3	
Perception	+20	WIS (4)	13	
Ride	+5	DEX (5)	-	
Sense Motive	+16	WIS (4)	1	
Spellcraft	+11	INT (1)	7	
Spell Sage: +4 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				
Stealth	+15	DEX (5)	7	
Survival	+11	WIS (4)	4	
Swim	+0	STR (0)	-	

Activated Abilities & Adjustments

Ability Score (Permanent): +2
Deadly Aim -4/+8
Judgment of Sacred Destruction +5 (Su): Activated
Judgment of Sacred Justice +3 / +6 (Su): Activated
Point-Blank Shot

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Coordinated Shot
Deadly Aim -4/+8
Enfilading Fire
Exotic Weapon Proficiency (One-Handed Firearms)
Gunsmithing
Improved Critical (Pistol)
Improved Two-Weapon Fighting
Martial Weapon Proficiency - All
Passing Grace

Feats

Point-Blank Shot
Precise Shot
Quick Draw
Rapid Reload (Pistol)
Rapid Shot
Shield Proficiency
Simple Weapon Proficiency - All
Snap Shot
Target of Opportunity
Two-Weapon Fighting
Weapon Focus (Pistol)

Traits

Hex-Proof
Vigilante Witch Hunter

+1 silver dagger

Main hand: **+18/+13/+8, 1d4+5** Crit: 19-20/x2
Main w/ offhand: **+14/+9/+4, 1d4+5** Rng: 10'
Main w/ light off: **+16/+11/+6, 1d4+5** Light, P/S
Offhand: **+16/+11, 1d4+5**

Ranged: **+20/+15/+10, 1d4+14**
Ranged w/ offhand: **+16/+11/+6, 1d4+14**

Ranged w/ light off: **+18/+13/+8, 1d4+14**

Ranged offhand: **+18/+13, 1d4+14**

Enfilading Fire: +2 bonus on ranged attacks vs. a foe flanked by an ally w/this feat.

Dagger

Main hand: **+17/+12/+7, 1d4+5** Crit: 19-20/x2
Main w/ offhand: **+13/+8/+3, 1d4+5** Rng: 10'
Main w/ light off: **+15/+10/+5, 1d4+5** Light, P/S
Offhand: **+15/+10, 1d4+5**

Ranged: **+19/+14/+9, 1d4+14**
Ranged w/ offhand: **+15/+10/+5, 1d4+14**

Ranged w/ light off: **+17/+12/+7, 1d4+14**

Ranged offhand: **+17/+12, 1d4+14**

Enfilading Fire: +2 bonus on ranged attacks vs. a foe flanked by an ally w/this feat.

Experience & Wealth

Current Cash: **11,905 gp, 5 sp**

Dagger

Main hand: **+17/+12/+7, 1d4+5** Crit: 19-20/x2
Main w/ offhand: **+13/+8/+3, 1d4+5** Rng: 10'
Main w/ light off: **+15/+10/+5, 1d4+5** Light, P/S

Offhand: **+15/+10, 1d4+5**

Ranged: **+19/+14/+9, 1d4+14**

Ranged w/ offhand: **+15/+10/+5, 1d4+14**

Ranged w/ light off: **+17/+12/+7, 1d4+14**

Ranged offhand: **+17/+12, 1d4+14**

Enfilading Fire: +2 bonus on ranged attacks vs. a foe flanked by an ally w/this feat.

Handaxe

Main hand: **+17/+12/+7, 1d6+5** Crit: x3
Main w/ offhand: **+13/+8/+3, 1d6+5** Light, S

Main w/ light off: **+15/+10/+5, 1d6+5**

Offhand: **+15/+10, 1d6+5**

Enfilading Fire: +2 bonus on ranged attacks vs. a foe flanked by an ally w/this feat.

Pistol (0 @ 0 lbs)

Ranged: **+20/+15/+10, 1d8+21** Crit: 19-20/x4
Ranged, both hands: **+20/+15/+10, 1d8+21** Rng: 20'
1-hand, B/P

Ranged w/ offhand: **+16/+11/+6, 1d8+21**

Ranged w/ light off: **+18/+13/+8, 1d8+21**

Ranged offhand: **+16/+11, 1d8+21**

Enfilading Fire: +2 bonus on ranged attacks vs. a foe flanked by an ally w/this feat.

Rimeblade (1/day)

Main hand: **+18/+13/+8, 1d6+6** Crit: 18-20/x2
plus 1d6 cold 1-hand, S

Both hands: **+18/+13/+8, 1d6+6**

plus 1d6 cold

Main w/ offhand: **+14/+9/+4, 1d6+6**

plus 1d6 cold

Main w/ light off: **+16/+11/+6,**

1d6+6 plus 1d6 cold

Offhand: **+14/+9, 1d6+6 plus 1d6**

cold

Enfilading Fire: +2 bonus on ranged attacks vs. a foe flanked by an ally w/this feat.

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Ability Score (Permanent): +2 Constitution

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Unarmed strike

Main hand: **+17/+12/+7, 1d3+5 nonlethal** Crit: x2
 Light, B, Nonlethal
 Main w/ offhand: **+13/+8/+3, 1d3+5 nonlethal**
 Main w/ light off: **+15/+10/+5, 1d3+5 nonlethal**
 Offhand: **+15/+10, 1d3+5 nonlethal**
Enflaming Fire: +2 bonus on ranged attacks vs. a foe flanked by an ally w/this feat.

Hide of the dragon rider (1/day)

+5 Max Dex: +4, Armor Check: -2
 Spell Fail: 20%, Medium, Slows

Studded leather

+3 Max Dex: +5, Armor Check: -1
 Spell Fail: 15%, Light

Gear

Total Weight Carried: 166.5/100 lbs,
Encumbrance Ignored
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

+1 dragon-bane thawing longspear	9 lbs
+1 silver dagger	1 lb
+2 mithral chain shirt	12.5 lbs
Alchemical cartridge (paper) x29 <In: Belt pouch (29 @ 0	-
Alchemical cartridge (paper) <In: Pistol (0 @ 0 lbs)>	-
Amulet of natural armor +1	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt of incredible dexterity +2	1 lb
Belt pouch (29 @ 0 lbs)	0.5 lbs
Belt pouch (empty)	0.5 lbs
Blanket, winter	3 lbs
Candle x10	-
Candle lamp	1 lb
Cleats	2 lbs
Cloak of resistance +2	1 lb
Cold iron paper cartridge x50	-
Cold weather outfit	7 lbs
Dagger	1 lb
Dagger	1 lb
Flint and steel	-
Goggles of minute seeing	-
Gunsmith's kit	2 lbs
Handaxe	3 lbs
Headband of inspired wisdom +2	1 lb
Hide of the dragon rider (1/day)	25 lbs
Holy symbol, wooden (Tolc)	-
Holy text (Tolc)	-
Manacles	2 lbs
Mess kit	1 lb
Money	-

Gear

Total Weight Carried: 166.5/100 lbs,
Encumbrance Ignored
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Pistol (0 @ 0 lbs)	4 lbs
Pot	4 lbs
Potion of cure light wounds x3	-
Potion of cure moderate wounds	-
Potion of feather step	-
Powder horn (empty)	1 lb
Restless lockpicks (10 rounds/day)	1 lb
Rimeblade (1/day)	4 lbs
Rimepelt	5 lbs
Ring of protection +1	-
Rope	10 lbs
Shovel	8 lbs
Signal whistle	-
Slippers of spider climbing (10 minutes/day)	0.5 lbs
Snow goggles	-
Snowshoes	4 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Studded leather	20 lbs
Thieves' tools, masterwork	2 lbs
Tindertwig x5	-
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Agile Feet (7/day) (Su)
 [N/A] Bane (dragon)
 [N/A] Bolstering
 Deed: Dead Shot (Ex)
 Deed: Deadeye (Ex)
 Deed: Expert Loading (Ex)
 Deed: Gunslinger Initiative (Ex)
 Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)
 Deed: Lightning Reload (Ex)
 Deed: Pistol-Whip (Ex)
 Deed: Quick Clear (Ex)
 Deed: Targeting (Ex)
 Deed: Twin Shot Knockdown (Ex)
 Deed: Up Close and Deadly +3d6 (Ex)
 Deed: Utility Shot (Ex)
 Greater Bane (+2 / 4d6, 14 rounds/day) (Su)
 Grit (Ex)
 Inquisitor (Witch Hunter) Domain (Travel)
 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 (Cold) (Su)
 Judgment of Sacred Smiting (Magic, Good, Adamantine)
 Judgment of Sacred Witch's Bane -2 (Ex)
 Knowledgeable Defense +4
 Pistol Training (+7, misfire value -2) (Ex)

Special Abilities

Second Judgment (5/day) (Su)
Solo Tactics (Ex)
Spell Sage +4 (Ex)
Spell Scent (1/day)
Stalwart (Ex)
Teamwork Feat (change 4/day)
[N/A] Thawing

Spell-Like Abilities

Dimensional Hop (28 5-ft inc/day) (Sp) ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Tracked Resources

+1 silver dagger ☐
Agile Feet (7/day) (Su) ☐☐☐☐☐☐
Alchemical cartridge (paper) ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Alchemical cartridge (paper) ☐
Cold iron paper cartridge ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Dagger ☐
Dagger ☐
Greater Bane (+2 / 4d6, 14 rounds/day) (Su) ☐☐☐☐☐☐☐☐
☐☐☐☐
Grit Pool (4/day) ☐☐☐☐
Hide of the dragon rider (1/day) ☐
Potion of cure light wounds ☐☐
Potion of cure moderate wounds ☐
Potion of feather step ☐
Restless lockpicks (10 rounds/day) ☐☐☐☐☐☐☐☐
Rimeblade (1/day) ☐
Rimepelt ☐
Second Judgment (5/day) (Su) ☐☐☐☐☐
Slippers of spider climbing (10 minutes/day) ☐☐☐☐☐☐☐☐
Spell Scent (1/day) ☐
Teamwork Feat (change 4/day) ☐☐☐☐
Tindertwig ☐☐☐☐☐☐
Torch ☐☐☐☐☐☐☐☐
Trail rations ☐☐☐☐☐☐

Languages

Common
Hallit
Iobarian
Skald
Triaxian

Spells & Powers

Inquisitor (Witch Hunter) spells known (CL 14th; concentration +18)
Melee Touch +17 **Ranged Touch** +23
5th (2/day)—*flame strike* (DC 19), *communal stonesskin*^{UC}, *true seeing*
4th (5/day)—*cure critical wounds*, *greater invisibility*, *restoration*, *stonesskin*
3rd (5/day)—*daylight*, *invisibility purge*, *raven's flight*, *respectful quiet* (DC 17), *shield of wings*
2nd (6/day)—*cure moderate wounds*, *invisibility bubble*, *knock*, *lesser restoration*, *sacred bond*^{APG} (DC 16), *see invisibility*
1st (6/day)—*bless*, *cure light wounds*, *divine favor*, *hide weapon*, *remove fear*, *shield of faith*
0th (at will)—*acid splash*, *detect magic*, *light*, *read magic*, *resistance*, *stabilize*
[D] Domain spell; **Domain** Travel

Sourcebooks Used

- **Advanced Class Guide** - Coordinated Shot (feat)
- **Advanced Player's Guide** - Inquisitor (class); Sacred Bond (spell)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Cleats (equipment); Snowshoes (equipment)
- **Aquatic Adventures** - Invisibility Bubble (spell)
- **Black Markets** - Hex-Proof (trait)
- **Dirty Tactics Toolbox** - Hide Weapon (spell)
- **Distant Realms** - Passing Grace (feat)
- **Gestalt Variant Core** - Gestalt (class)
- **Heroes of the Wild** - Raven's Flight (spell)
- **Inner Sea Races** - Respectful Quiet (spell)
- **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)
- **Jade Regent / Reign of Winter / Ultimate Equipment** - Snow goggles (equipment)
- **Paths of the Righteous** - Shield of Wings (spell)
- **People of the North / Reign of Winter** - Vigilante Witch Hunter (trait)
- **Reign of Winter** - Hide of the dragon rider (armor); Rimeblade (weapon); Rimeblade Beam Form (equipment); Rimepelt (equipment)
- **Ultimate Combat** - Enfilading Fire (feat); Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat); Pistolero (archetype); Snap Shot (feat); Stonesskin, Communal (spell); Target of Opportunity (feat); Witch Hunter (archetype)
- **Ultimate Combat / Ultimate Equipment** - Alchemical cartridge (paper) (weapon); Alchemical cartridge (paper) (weapon)
- **Ultimate Equipment** - Thawing (item power); Candle lamp (equipment); Holy text (equipment); Mess kit (equipment); Restless lockpicks (equipment)