

Ivan

Male half-elf inquisitor (living grimoire) of Nethys
 13/gestalt 13/evoker (admixture^{APG}) 13 - CL13 - CR 38
 Chaotic Neutral Humanoid (Elf, Human); Deity: **Nethys**; Age: 24; Height: 5' 9"; Weight: 135 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	11/13	0/+1	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	20	+5	
WIS WISDOM	14	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+8	+3	+1	+1		
	Cold weather outfit: +5 circumstance bonus vs. cold weather, Ushanka of the northlands: +2 resistance bonus vs. Cold effects, Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+6 =	+4	+1	+1			
	Ushanka of the northlands: +2 resistance bonus vs. Cold effects, Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+11 =	+8	+2	+1			
	Ushanka of the northlands: +2 resistance bonus vs. Cold effects, Elven Immunities: +2 vs. enchantments						

Damage Reduction (2/slashing)	Elven Immunities - Sleep
Elven Immunities	Energy Resistance, Cold (2)

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	23	= 10	+4		+1		+3	+4	+1	
Touch AC	16		Flat-Footed AC		21					
			BAB		Strength		Size			Misc
CM Bonus	+11	=	+9		+2		-			-
See the Base Attack (below) for modifiers that may also apply to CMB										
			BAB		Strength		Dexterity		Size	
CM Defense	27	= 10	+9		+2		+1			-

Base Attack	+9	HP	169
Outflank: +2 bonus when flanking foe with ally w/this feat			
Initiative	+1	Damage / Current HP	
Speed	30 ft		

Composite longbow (Str +2)

Ranged, both hands: +10/+5, 1d8+8 Crit: x3
 Rng: 110'
 2-hand, P

Outflank: +2 bonus when flanking foe with ally w/this feat



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+17	INT (5)	9	
Bluff	+11	CHA (2)	6	
Climb	+11	STR (2)	6	
Diplomacy	+17	CHA (2)	12	
Disguise	+2	CHA (2)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+6	DEX (1)	2	
Heal	+9	WIS (2)	4	
Intimidate	+15	CHA (2)	4	
Knowledge (arcana)	+19	INT (5)	11	
Knowledge (local)	+19	INT (5)	11	
Knowledge (nature)	+14	INT (5)	6	
Knowledge (planes)	+14	INT (5)	6	
Knowledge (religion)	+14	INT (5)	6	
Linguistics	+11	INT (5)	3	
Spectacles of understanding: +5 to Linguistics checks to identify forgeries				
Perception	+25	WIS (2)	12	
Ride	+8	DEX (1)	4	
Sense Motive	+21	WIS (2)	10	
Spellcraft	+20	INT (5)	12	
Stealth	+1	DEX (1)	-	
Survival	+20	WIS (2)	10	
Track: +6 to track				
Swim	+7	STR (2)	2	
Use Magic Device	+9	CHA (2)	7	

Activated Abilities & Adjustments

Ability Score (Permanent): +2
 Arcane Reservoir +2 DC or CL (19/day) (Su): Boost DC +2
 Arcane Strike
 Armored Mask (CL 13) (Su): Gain Mage Armor, Gain Shield of Faith
 Destructive Smite +6 (5/day) (Su)
 Wooden Flesh (13 minutes) (Su): Activated

Feats

Arcane Strike
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Dodge
 Extra Arcanist Exploit (Evoker [Exploiter Wizard])
 Extra Arcanist Exploit (Evoker [Exploiter Wizard])
 Extra Reservoir
 Improved Outflank
 Intensified Spell
 Maximize Spell
 Outflank
 Passing Grace
 Precise Strike
 Scribe Scroll

Feats

Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Spell Focus (Evocation)
Weapon Focus (Holy Book)
Wizard Weapon Proficiencies

Traits

Magical Lineage (Shocking Grasp)
Northern Ancestry

Dagger

Main hand: **+11/+6, 1d4+14** Crit: 19-20/x2
Rng: 10'
Ranged: **+10, 1d4+8** Light, P/S

Outflank: +2 bonus when flanking foe with ally w/this feat

Dagger

Main hand: **+11/+6, 1d4+14** Crit: 19-20/x2
Rng: 10'
Ranged: **+10, 1d4+8** Light, P/S

Outflank: +2 bonus when flanking foe with ally w/this feat

Frost-thunder hammer (1/day)

Both hands: **+7/+2, 2d6+17** Crit: x3
2-hand, B

Outflank: +2 bonus when flanking foe with ally w/this feat

Holy Book

Main hand: **+14/+9, 1d10+15** Crit: x2
Light, B

Outflank: +2 bonus when flanking foe with ally w/this feat

Quarterstaff

Both hands: **+11/+6, 1d6+15** Crit: x2
Double: **+7/+2 (Off: +3),** Double, B, Monk
1d6+14/1d6+13

Outflank: +2 bonus when flanking foe with ally w/this feat

Ranged touch attack

Ranged: **+10, As Spell** Crit: x2
Light

Outflank: +2 bonus when flanking foe with ally w/this feat

Rp. heavy crossbow

Ranged: **+6/+1, 1d10+6** Crit: 19-20/x2
Rng: 120'
Ranged, both hands: **+10/+5, 1d10+6** 2-hand, P

Outflank: +2 bonus when flanking foe with ally w/this feat

Touch attack

Main hand: **+11, As Spell** Crit: x2
Light

Outflank: +2 bonus when flanking foe with ally w/this feat

Experience & Wealth

Current Cash: **8,385 gp**

Unarmed strike

Main hand: **+11/+6, 1d3+14** Crit: x2
nonlethal Light, B, Nonlethal

Outflank: +2 bonus when flanking foe with ally w/this feat

Gear

Total Weight Carried: 123.1/175 lbs,
Encumbrance Ignored

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 human-bane crossbow bolts x50 <In: Efficient	0.1 lbs
Amulet of natural armor +1	-
Backpack (16 @ 12.5 lbs)	2 lbs
Bag of holding I (49 @ 0.9 lbs)	15 lbs
Bedroll	5 lbs
Belt of physical might +2 (Dex, Con)	1 lb
Belt pouch (17 @ 5 lbs)	0.5 lbs
Blanket, winter <In: Backpack (16 @ 12.5 lbs)>	3 lbs
Blanket, winter	3 lbs
Blotter <In: Bag of holding I (49 @ 0.9 lbs)>	0.2 lbs
Bracers of armor +3	1 lb
Candle x10 <In: Belt pouch (17 @ 5 lbs)>	-
Candle x10 <In: Backpack (16 @ 12.5 lbs)>	-
Candle lamp	1 lb
Cleats <In: Backpack (16 @ 12.5 lbs)>	2 lbs
Cloak of resistance +1	1 lb
Cold weather outfit	7 lbs
Cold weather outfit (Free)	-
Composite longbow (Str +2) <In: Efficient quiver (64	3 lbs
Crossbow bolts x10 <In: Efficient quiver (64 @ 21.20.1	1 lbs
Dagger	1 lb
Dagger	1 lb
Efficient quiver (64 @ 21.2 lbs)	2 lbs
Flint and steel <In: Belt pouch (17 @ 5 lbs)>	-
Flying ointment x2	-
Frost-thunder hammer (1/day)	10 lbs
Goodberry	-
Holy Book	4 lbs
Holy symbol, wooden (Quarter Staff)	-
Holy text (nethys)	-
Ink, black x10 <In: Bag of holding I (49 @ 0.9 lbs)>	-
Inkpen	-
Knife for cutting quills into pens	0.5 lbs
Living Grimoire Starting Spellbook	3 lbs
Manacles <In: Backpack (16 @ 12.5 lbs)>	2 lbs
Mess kit <In: Backpack (16 @ 12.5 lbs)>	1 lb
Money	-
Page of spell knowledge (draconic reservoir)	-
Parchment x35 <In: Bag of holding I (49 @ 0.9 lbs)>	-
Pearl of power (1st level, 2/day) x2	-
Pen nibs <In: Bag of holding I (49 @ 0.9 lbs)>	-
Pigment for making ink <In: Bag of holding I (49 @	0.2 lbs
Pot <In: Backpack (16 @ 12.5 lbs)>	4 lbs

Validation Report

Validation Report (0 issues): Nothing identified

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

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Gear

**Total Weight Carried: 123.1/175 lbs,
Encumbrance Ignored**

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Potion of cure light wounds x3	-
Quarterstaff	4 lbs
Ranged touch attack	-
Ring of protection +1	-
Rope	10 lbs
Rp. heavy crossbow <In: Efficient quiver (64 @ 21.2	12 lbs
Ruler, small	0.1 lbs
Screaming bolt x2 <In: Efficient quiver (64 @ 21.2	0.1 lbs
Scroll case (empty) <In: Bag of holding I (49 @ 0.9	0.5 lbs
Scroll of cure light wounds (x5)	-
Shovel	8 lbs
Signal whistle <In: Belt pouch (17 @ 5 lbs)>	-
Snow goggles	-
Snowshoes	4 lbs
Soap <In: Backpack (16 @ 12.5 lbs)>	0.5 lbs
Spectacles of understanding	-
Spell component pouch x2	2 lbs
Strand of prayer beads (lesser)	0.5 lbs
Tindertwig x5	-
Torch x10	1 lb
Touch attack	-
Trail rations x5 <In: Belt pouch (17 @ 5 lbs)>	1 lb
Ushanka of the northlands	-
Vial	-
Waterskin	4 lbs
Wizard	3 lbs

Special Abilities

Admixture
 Arcane Reservoir +2 DC or CL (19/day) (Su)
 Armored Mask (CL 13) (Su)
 Aura of Destruction +6 (13 rounds/day) (Su)
 [N/A] Bane (Human)
 Destructive Smite +6 (5/day) (Su)
 Dimensional Slide (130 feet) (Su)
 Elemental Manipulation (13 rounds/day) (Su)
 Elf Blood
 Inquisitor (Living Grimoire) Domain (Destruction)
 Intense Spells (+6 damage) (Su)
 Low-Light Vision
 Quick Study (Ex)
 Sacred Word +3 (13 rounds/day) (Su)
 School Understanding (2 rounds)
 Solo Tactics (Ex)
 Stalwart (Ex)
 Teamwork Feat (change 2/day)
 Track +6
 Versatile Evocation (8/day) (Su)
 Wooden Flesh (13 minutes) (Su)

Spell-Like Abilities

Blessed Script (Cure Moderate Wounds, 1/day) (Su) ☐
 Blessed Script (Cure Serious Wounds, 1/day) (Su) ☐
 Blessed Script (Neutralize Poison, 1/day) (Su) ☐
 Detect Alignment (At will) (Sp)

Spell-Like Abilities

Discern Lies (13 rounds/day) (Sp) ☐☐☐☐☐☐☐☐
☐☐☐

Tracked Resources

+1 human-bane crossbow bolts ☐☐☐☐☐☐☐☐
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 Arcane Reservoir +2 DC or CL (19/day) (Su) ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐
 Aura of Destruction +6 (13 rounds/day) (Su) ☐☐☐☐☐☐☐☐
☐☐☐☐
 Bead of Blessing ☐
 Bead of Healing ☐
 Crossbow bolts ☐☐☐☐☐☐☐☐
 Dagger ☐
 Dagger ☐
 Destructive Smite +6 (5/day) (Su) ☐☐☐☐☐☐
 Elemental Manipulation (13 rounds/day) (Su) ☐☐☐☐☐☐☐☐
☐☐☐
 Flying ointment ☐☐
 Frost-thunder hammer (1/day) ☐
 Goodberry ☐
 Pearl of power (1st level, 2/day) ☐☐
 Potion of cure light wounds ☐☐☐☐
 Sacred Word +3 (13 rounds/day) (Su) ☐☐☐☐☐☐☐☐
☐☐☐
 Screaming bolt ☐☐
 Teamwork Feat (change 2/day) ☐☐
 Tindertwig ☐☐☐☐☐☐
 Torch ☐☐☐☐☐☐☐☐
 Trail rations ☐☐☐☐☐☐
 Versatile Evocation (8/day) (Su) ☐☐☐☐☐☐☐☐

Languages

Abyssal	Elven
Common	Giant
Daemonic	Infernal
Draconic	Skald
Dwarven	

Spells & Powers

Evoker (Exploiter Wizard) spells memorized (CL 13th; concentration +18)

Melee Touch +11 Ranged Touch +10

7th—*steam ray fusillade*

6th—*chain lightning* (DC 24), *greater dispel magic*

5th—*acidic spray*^{UM} (3, DC 22), *communal stonesskin*^{UC}

4th—*greater invisibility* (2), *stoneskin* (2), *volcanic storm*^{UM}

3rd—*fireball* (DC 21), *haste* (2), *lightning bolt* (2, DC 21)

2nd—*fire breath*^{APG} (DC 20), *flurry of snowballs* (DC 20), *glitterdust* (DC 19), *knock*, *scorching ray*

1st—*feather fall*, *magic missile* (2), *shocking grasp* (2), *windy escape*^{ARG}

0th (at will)—*acid splash*, *detect magic*, *flare* (DC 18), *mage hand*, *prestidigitation*, *ray of frost*

Inquisitor (Living Grimoire) spells memorized (CL 13th; concentration +18)

Melee Touch +11 Ranged Touch +10

5th—*mass cure light wounds* (2)

4th—*cure critical wounds* (2), *restoration* (2)

3rd—*cure serious wounds*, *dispel magic* (2), *communal resist energy*^{UC}, *shield of wings*

2nd—*cure moderate wounds* (2), *invisibility*, *lesser restoration*, *see invisibility*, *tongues*

1st—*bleed*, *comprehend languages*, *cure light wounds* (2), *divine favor*, *keep watch*, *protection from evil*

0th (at will)—*create water*, *disrupt undead*, *guidance*, *light*, *read magic*, *resistance*, *stabilize*

[D] Domain spell; **Domain** Destruction

Background

SEE INVISIBLE

Sourcebooks Used

- **Advanced Class Guide** - Dimensional Slide (special ability); Exploiter Wizard (archetype); Extra Arcanist Exploit (feat); Extra Reservoir (feat); Potent Magic (special ability); Quick Study (special ability); School Understanding (special ability)
- **Advanced Player's Guide** - Admixture (special ability); Brand (spell); Draconic Reservoir (spell); Fire Breath (spell); Ghostbane Dirge (spell); Inquisitor (class); Intensified Spell (feat); Outflank (feat); Draconic Reservoir (spell); Precise Strike (feat); Sift (spell)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Cleats (equipment); Snowshoes (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Flying ointment (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Lineage (trait)
- **Advanced Race Guide** - Windy Escape (spell)
- **Adventurer's Guide / Inner Sea Intrigue** - Brightest Light (spell)
- **Aquatic Adventures** - Steam Ray Fusillade (spell)
- **Disciple's Doctrine** - Armored Mask (special ability)
- **Distant Realms** - Passing Grace (feat)
- **Gestalt Variant Core** - Gestalt (class)
- **Heroes of the Streets** - Speak Local Language (spell)
- **Horror Adventures** - Living Grimoire (archetype)
- **Inner Sea Intrigue** - Oath of Anonymity (spell)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language)
- **Jade Regent / Reign of Winter / Ultimate Equipment** - Snow goggles (equipment)
- **Knights of the Inner Sea** - Keep Watch (spell)
- **Legacy of the First World** - Improved Outflank (feat)
- **Paizo Blog / Ultimate Magic** - Breeze (spell)
- **Paths of the Righteous** - Shield of Wings (spell)
- **People of the North / Reign of Winter** - Flurry of Snowballs (spell); Northern Ancestry (trait)
- **People of the North / Reign of Winter / Ultimate Wilderness** - Snowball (spell)
- **Reign of Winter** - Frost-thunder hammer (weapon); Ushanka of the northlands (equipment)
- **ShadowChemosh's Adjustments / ShadowChemosh's Equipment** - Ranged Touch Attack (weapon); Touch Attack (weapon)
- **The First World, Realm of the Fey** - Hold Fey (spell)
- **Ultimate Combat** - Mount, Communal (spell); Protection from Evil, Communal (spell); Resist Energy, Communal (spell); Stoneskin, Communal (spell)
- **Ultimate Equipment** - Candle lamp (equipment); Holy text (equipment); Mess kit (equipment); Spectacles of understanding (equipment)
- **Ultimate Magic** - Acidic Spray (spell); Volcanic Storm (spell)
- **Wilderness Origins** - Wooden Flesh (special ability)