

## Alaric Aethelred

Male human gunslinger (pistolero) 5/inquisitor (witch hunter) of Tolc 5/gestalt 5 - CL5 - CR 14

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	17	+3	
<b>CON</b> CONSTITUTION	15	+2	
<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)	+6	=	+4	+2			

Cold weather outfit: +5 circumstance bonus vs. cold weather

<b>REFLEX</b> (DEXTERITY)	+7	=	+4	+3			
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<b>WILL</b> (WISDOM)	+7	=	+4	+3			
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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> 17	=	10	+3		+3			+1

<b>Touch AC</b> 14	=	Flat-Footed AC	13
		BAB	Strength

<b>CM Bonus</b> +5	=	+5	+0	-	-
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<b>CM Defense</b> 19	=	10	+5	+0	+3	-
			BAB	Strength	Dexterity	Size

<b>Base Attack</b>	+5	<b>HP</b>	65
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<b>Initiative</b>	+8	Damage / Current HP	
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<b>Speed</b>	40 ft
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### +1 short sword

Main hand: **+6, 1d6+1** Crit: 19-20/x2  
Light, P

### +1 silver dagger

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

### Cold iron longsword

Main hand: **+5, 1d8** Crit: 19-20/x2  
Both hands: **+5, 1d8** 1-hand, S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+8	DEX (3)	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>Disable Device</b>	+9	DEX (3)	5	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	+2	DEX (3)	-	
<b>Fly</b>	+2	DEX (3)	-	
<b>Heal</b>	+7	WIS (3)	1	
<b>Intimidate</b>	+4	CHA (2)	-	
<b>Knowledge (arcana)</b>	+8	INT (1)	4	
<b>Knowledge (local)</b>	+6	INT (1)	2	
<b>Knowledge (nature)</b>	+6	INT (1)	2	
<b>Knowledge (planes)</b>	+6	INT (1)	2	
<b>Knowledge (religion)</b>	+6	INT (1)	2	
<b>Linguistics</b>	+2	INT (1)	1	
<b>Perception</b>	+11	WIS (3)	5	
<b>Ride</b>	+2	DEX (3)	-	
<b>Sense Motive</b>	+6	WIS (3)	-	
<b>Spellcraft</b>	+8	INT (1)	4	
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>	+8	DEX (3)	3	
<b>Survival</b>	+9	WIS (3)	3	
<b>Swim</b>	-1	STR (0)	-	

## Activated Abilities & Adjustments

Ability Score (Permanent): +2  
Bane (+2 / 2d6, 5 rounds/day) (Su): Activated  
Point-Blank Shot  
Rapid Shot: 1 Extra Attack

## Feats

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

## Traits

Hex-Proof  
Vigilante Witch Hunter

## Dagger

Main hand: **+5, 1d4** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+9, 1d4+1** Light, P/S

## Dagger

Main hand: **+5, 1d4** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+9, 1d4+1** Light, P/S

## Pistol (0 @ 0 lbs)

Ranged: **+10/+10, 1d8+6 plus 2d6** Crit: x4  
Rng: 20'  
Ranged, both hands: **+10/+10, 1d8+6 plus 2d6** 1-hand, B/P

## Unarmed strike

Main hand: **+5, 1d3 nonlethal** Crit: x2  
Light, B, Nonlethal

## Studded leather

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

## Gear

**Total Weight Carried: 91.5/100 lbs, Encumbrance Ignored**

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

+1 short sword	2 lbs
+1 silver dagger	1 lb
Alchemical cartridge (paper) x29 <In: Belt pouch (29 @ 0)>	-
Alchemical cartridge (paper) <In: Pistol (0 @ 0 lbs)>	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (29 @ 0 lbs)	0.5 lbs
Belt pouch (empty)	0.5 lbs
Candle x10	-
Cold iron longsword	4 lbs
Cold iron paper cartridge x50	-
Cold weather outfit	7 lbs
Dagger	1 lb
Dagger	1 lb
Flint and steel	-
Gunsmith's kit	2 lbs
Hex nail	-
Holy symbol, wooden (Tolc)	-
Holy text (Tolc)	-
Manacles	2 lbs
Mess kit	1 lb
Money	-

## Experience & Wealth

Current Cash: **842 gp**

## Gear

**Total Weight Carried: 91.5/100 lbs, Encumbrance Ignored**  
**(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Pistol (0 @ 0 lbs)	4 lbs
Pot	4 lbs
Potion of cure moderate wounds	-
Potion of feather step	-
Powder horn (empty)	1 lb
Rope	10 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Studded leather	20 lbs
Thieves' tools, masterwork	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

## Special Abilities

Agile Feet (6/day) (Su)  
Bane (+2 / 2d6, 5 rounds/day) (Su)  
Deed: Gunslinger Initiative (Ex)  
Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)  
Deed: Pistol-Whip (Ex)  
Deed: Quick Clear (Ex)  
Deed: Up Close and Deadly +2d6 (Ex)  
Deed: Utility Shot (Ex)  
Grit (Ex)  
Inquisitor (Witch Hunter) Domain (Travel)  
Judgment (2/day) (Su)  
Judgment of Sacred Destruction +2 (Su)  
Judgment of Sacred Healing 2 (Su)  
Judgment of Sacred Justice +2 (Su)  
Judgment of Sacred Piercing +2 (Su)  
Judgment of Sacred Protection +2 (Su)  
Judgment of Sacred Purity +2 (Su)  
Judgment of Sacred Resiliency 2: Magic (Su)  
Judgment of Sacred Resistance 4 (Cold) (Su)  
Judgment of Sacred Smiting (Magic) (Su)  
Knowledgeable Defense +1  
Pistol Training (+3, misfire value -2) (Ex)  
Solo Tactics (Ex)  
Spell Sage +3 (Ex)  
Teamwork Feat (change 3/day)

## Tracked Resources

+1 silver dagger	<input type="checkbox"/>
Agile Feet (6/day) (Su)	□□□□□ □
Alchemical cartridge (paper)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

## Validation Report

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

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

## Tracked Resources

Alchemical cartridge (paper)	<input type="checkbox"/>
Bane (+2 / 2d6, 5 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cold iron paper cartridge	<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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Grit Pool (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Judgment (2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of feather step	<input type="checkbox"/>
Teamwork Feat (change 3/day)	<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"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common  
Hallit

Skald

## Spells & Powers

**Inquisitor (Witch Hunter) spells known** (CL 5th; concentration +8)

**Melee Touch** +5 **Ranged Touch** +9

**2nd (3/day)**—*cure moderate wounds, knock, lesser restoration*

**1st (5/day)**—*bles, divine favor, hide weapon, shield of faith*

**0th (at will)**—*acid splash, detect magic, light, read magic, resistance, stabilize*

[D] Domain spell; **Domain** Travel

## Sourcebooks Used

- **Advanced Player's Guide** - Inquisitor (class)
- **Black Markets** - Hex-Proof (trait)
- **Dirty Tactics Toolbox** - Hide Weapon (spell)
- **Distant Realms** - Passing Grace (feat)
- **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 Combat / Ultimate Equipment** - Alchemical cartridge (paper) (weapon)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)