

Ivan

Half-elf inquisitor (living grimoire) of Nethys 5/gestalt 5/evoker (admixture^{APG}) 5 - CL5 - CR 14

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	11	0	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	20	+5	
WIS WISDOM	14	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+4	+1	+1	+1		

Cold weather outfit: +5 circumstance bonus vs. cold weather.
Elven Immunities: +2 vs. enchantments

REFLEX (DEXTERITY)	+2 =	+1		+1			
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Elven Immunities: +2 vs. enchantments

WILL (WISDOM)	+7 =	+4	+2	+1			
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Elven Immunities: +2 vs. enchantments

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 = 10	+4				+1	+1		

Touch AC 11	Flat-Footed AC 16
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Prone: +4 vs. Ranged attacks and -4 vs. Melee attacks

CM Bonus	BAB	Strength	Size	Misc
+0 =	+3	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
15 = 10	+3	+1	+0	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +3	HP 55
Initiative +0	Damage / Current HP
Speed 30 / 5 ft	

Dagger

Main hand: **+0, 1d4+4** Crit: 19-20/x2
Ranged: **+3, 1d4+4** Rng: 10'
Light, P/S

Dagger

Main hand: **+0, 1d4+4** Crit: 19-20/x2
Ranged: **+3, 1d4+4** Rng: 10'
Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	-	
Appraise	+10	INT (5)	2	
Bluff	+8	CHA (2)	3	
Climb	+7	STR (1)	3	
Diplomacy	+10	CHA (2)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	+0	DEX (0)	-	
Fly	+0	DEX (0)	-	
Heal	+7	WIS (2)	2	
Intimidate	+8	CHA (2)	1	
Knowledge (arcana)	+12	INT (5)	4	
Knowledge (local)	+13	INT (5)	5	
Knowledge (planes)	+10	INT (5)	2	
Knowledge (religion)	+12	INT (5)	4	
Linguistics	+9	INT (5)	1	
Perception	+15	WIS (2)	5	
Ride	+4	DEX (0)	1	
Sense Motive	+10	WIS (2)	3	
Spellcraft	+13	INT (5)	5	
Stealth	+4	DEX (0)	1	
Survival	+9	WIS (2)	4	
Swim	+5	STR (1)	1	
Use Magic Device	+5	CHA (2)	3	

Track: +2 to track

Activated Abilities & Adjustments

Ability Score (Permanent): +2
Arcane Strike
Mage Armor: +4
Prone

Feats

Arcane Strike
Armor Proficiency (Light)
Armor Proficiency (Medium)
Extra Reservoir
Intensified Spell
Passing Grace
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Spell Focus (Evocation)
Wizard Weapon Proficiencies

Traits

Magical Lineage (Shocking Grasp)
Northern Ancestry

Special Abilities

Admixture

Holy Book

Main hand: **+1, 1d8+4** Crit: ×2
Light, B

Quarterstaff

Both hands: **+0, 1d6+4** Crit: ×2
Double: **-4 (Off: -8), 1d6+4/1d6+3** Double, B, Monk

Ranged touch attack

Ranged: **+3, As Spell** Crit: ×2
Light

Rp. heavy crossbow

Ranged: **-1, 1d10+3** Crit: 19-20/×2
Ranged, both hands: **+3, 1d10+3** Rng: 120'
2-hand, P

Touch attack

Main hand: **+0, As Spell** Crit: ×2
Light

Unarmed strike

Main hand: **+0, 1d3+4 nonlethal** Crit: ×2
Light, B, Nonlethal

Gear

Total Weight Carried: 112.7/150 lbs, Encumbrance Ignored

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

+1 human-bane crossbow bolts x50	0.1 lbs
Amulet of natural armor +1	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Blanket, winter	3 lbs
Blanket, winter	3 lbs
Blotter	0.2 lbs
Candle x10	-
Candle x10	-
Candle lamp	1 lb
Cleats	2 lbs
Cloak of resistance +1	1 lb
Cold weather outfit	7 lbs
Cold weather outfit (Free)	-
Crossbow bolts x10	0.1 lbs
Dagger	1 lb
Dagger	1 lb
Flint and steel	-
Holy Book	4 lbs
Holy symbol, wooden (Quarter Staff)	-
Holy text (nethys)	-
Inkpen	-
Knife for cutting quills into pens	0.5 lbs
Living Grimoire Starting Spellbook	3 lbs
Manacles	2 lbs
Mess kit	1 lb

Experience & Wealth

Current Cash: **1,194 gp**

Gear

Total Weight Carried: 112.7/150 lbs,

Encumbrance Ignored

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

Money	-
Parchment x10	-
Pen nibs	-
Pigment for making ink	0.2 lbs
Pot	4 lbs
Quarterstaff	4 lbs
Ranged touch attack	-
Ring of protection +1	-
Rope	10 lbs
Rp. heavy crossbow	12 lbs
Ruler, small	0.1 lbs
Screaming bolt x2	0.1 lbs
Scroll case (empty)	0.5 lbs
Scroll of cure light wounds (x7)	-
Shovel	8 lbs
Signal whistle	-
Snow goggles	-
Snowshoes	4 lbs
Soap	0.5 lbs
Spell component pouch x2	2 lbs
Tindertwig x5	-
Torch x10	1 lb
Touch attack	-
Trail rations x5	1 lb
Vial	-
Waterskin	4 lbs
Wizard	3 lbs

Special Abilities

Arcane Reservoir +1 DC or CL (11/day) (Su)
[N/A] Bane (Human)
Destructive Smite +2 (5/day) (Su)
Dimensional Slide (50 feet) (Su)
Elf Blood
Inquisitor (Living Grimoire) Domain (Destruction)
Intense Spells (+2 damage) (Su)
Low-Light Vision
Sacred Word +1 (5 rounds/day) (Su)
School Understanding (2 rounds)
Solo Tactics (Ex)
Teamwork Feat (change 2/day)
Track +2
Versatile Evocation (8/day) (Su)

Spell-Like Abilities

Blessed Script (Cure Moderate Wounds, 1/day) (Su)
Detect Alignment (At will) (Sp)
Discern Lies (5 rounds/day) (Sp)

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Ability Score (Permanent): +2 Intelligence; Mage Armor: +4

Tracked Resources

+1 human-bane crossbow bolts	<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"/>
Arcane Reservoir +1 DC or CL (11/day) (Su)	<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"/>
Crossbow bolts	<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"/>
Destructive Smite +2 (5/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sacred Word +1 (5 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Screaming bolt	<input type="checkbox"/> <input type="checkbox"/>
Teamwork Feat (change 2/day)	<input type="checkbox"/> <input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <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"/> <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 (8/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Elven
Common	Infernal
Daemonic	Skald
Dwarven	

Spells & Powers

Evoker (Exploiter Wizard) spells memorized (CL 5th; concentration +10)

Melee Touch +0 Ranged Touch +3

3rd—*fireball* (DC 19), *haste*

2nd—*fire breath*^{APG} (DC 18), *flurry of snowballs* (DC 18), *knock*

1st—*endure elements*, *mage armor*, *magic missile*, *shield*, *windy escape*^{ARG}

0th (at will)—*acid splash*, *detect magic*, *flare* (DC 16), *mage hand*, *prestidigitation*, *ray of frost*

Inquisitor (Living Grimoire) spells memorized (CL 5th; concentration +10)

Melee Touch +0 Ranged Touch +3

2nd—*cure moderate wounds*, *invisibility*, *see invisibility*

1st—*bless*, *cure light wounds* (2), *divine favor*, *protection from evil*, *shield of faith*

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

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

Sourcebooks Used

- **Advanced Class Guide** - Dimensional Slide (special ability); Exploiter Wizard (archetype); Extra Reservoir (feat); School Understanding (special ability)
- **Advanced Player's Guide** - Admixture (special ability); Brand (spell); Fire Breath (spell); Ghostbane Dirge (spell); Inquisitor (class); Intensified Spell (feat); Sift (spell)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Cleats (equipment); Snowshoes (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Lineage (trait)
- **Advanced Race Guide** - Windy Escape (spell)
- **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)
- **Paizo Blog / Ultimate Magic** - Breeze (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)
- **ShadowChemosh's Adjustments / ShadowChemosh's Equipment** - Ranged Touch Attack (weapon); Touch Attack (weapon)
- **Ultimate Combat** - Mount, Communal (spell); Protection from Evil, Communal (spell)
- **Ultimate Equipment** - Candle lamp (equipment); Holy text (equipment); Mess kit (equipment)