

Xian Li

Sasmira

bloodrager (metamagic rager) 1/brawler (mutagenic mauler) 2

CHARACTER LEVEL (favored class = Brawler, Ranger)

angel-blooded aasimar (angelkin)

RACE

Irori

DEITY

Large

SIZE

Female

GENDER

74

AGE

5' 2"

HEIGHT

100lb.

WEIGHT

Tanned

SKIN

Black

HAIR

Brown

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	30	+10		
DEX Dexterity	13	+1		
CON Constitution	20	+5		
INT Intelligence	8	-1		
WIS Wisdom	12	+1		
CHA Charisma	9	-1		

HP	TOTAL	DR
HIT POINTS	41	
WOUNDS/CURRENT HP		
NONLETHAL DAMAGE		
INITIATIVE		
+1	1	0
TOTAL	DEX MOD.	MISC MOD.
		HERO PTS 0

AC 15	= 10 +	5	+		+	1	+	-1	TOUCH 8
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
		2	+		+	-2	+		FLAT-FOOTED 14
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	11	5	5	1		
REFLEX (DEXTERITY)	5	3	1	1		
WILL (WISDOM)	5		1	1	3	

BASE ATTACK BONUS	+3	SPELL RESISTANCE	
CMB 13	= 3	10	1
TOTAL	BASE ATTACK	STRENGTH MODIFIER	SIZE MODIFIER
CMD 23	= 3	10	1
TOTAL	BASE ATTACK	STRENGTH MODIFIER	DEXTERITY MODIFIER
			SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
scimitar			+11	18-20/A-2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d8+12	

WEAPON [in main hand]			ATTACK BONUS	CRITICAL
Unarmed strike			+12	A-2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d8+12	

Flurry of Blows: +10/+10



SPEED	LAND	40 FT. 8 SQ.	40 FT. 8 SQ.	MODIFIERS
	BASE SPEED	WITH ARMOR		
	FT.	FT.	FT.	FT.
	FLY	MANEUVERABILITY	SWIM	CLIMB
			BURROW	

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	6	=DEX	1 + 3 + 3	-1
Appraise	-1	=INT	-1 + 0	
Bluff	-1	=CHA	-1 + 0	
✓ Climb	9	=STR	10 + 0	-1
✓ Craft (alchemy)	3	=INT	-1 + 1 + 3	
Diplomacy	-1	=CHA	-1 + 0	
Disguise	-1	=CHA	-1 + 0	
✓ Escape Artist	4	=DEX	1 + 1 + 3	-1
Fly	-2	=DEX	1 + 0	-1
Heal	1	=WIS	1 + 0	
✓ Intimidate	-1	=CHA	-1 + 0	
✓ Knowledge (arcana)	3	=INT	-1 + 1 + 3	
✓ Knowledge (local)	3	=INT	-1 + 1 + 3	
Linguistics	2	=INT	-1 + 1	
✓ Perception	6	=WIS	1 + 2 + 3	
✓ Ride	0	=DEX	1 + 0	-1
✓ Sense Motive	3	=WIS	1 + 0	
✓ Spellcraft	3	=INT	-1 + 1 + 3	
Stealth	-4	=DEX	1 + 0	-1
✓ Survival	1	=WIS	1 + 0	
✓ Swim	9	=STR	10 + 0	-1
✓ Use Magic Device	6	=CHA	-1 + 3 + 3	

✓ = Class Skill, ■ = Trained Only, ▽ = Armor Check Penalty Applies

LANGUAGES	
Common • Osiriani, Ancient • Tien	



COMBAT MANEUVERS		
Maneuver	CMB	CMD
Awesome Blow	+13	23
Bull Rush	+13	23
Dirty Trick	+13	23
Disarm	+13	23
Drag	+13	23
Feint	+13	23
Grapple	+13	23
Overrun	+13	23
Pull	+13	23
Push	+13	23
Reposition	+13	23
Steal	+13	23
Sunder	+13	23
Trip	+13	23

TRAIT SUMMARY

Dangerously Curious
Indomitable Faith

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
Energy Resistance, Acid (5)
Energy Resistance, Cold (5)
Energy Resistance, Electricity (5)
Angelic Attacks (Su)
Bloodrage (7 rounds/day) (Su)
Brawler's Flurry +1/+1 (Ex)
Fast Movement +10 (Ex)
Mutagen (DC 10) (Su)
Scion of Humanity
Truespeaker
Unarmed Strike (1d6)

FEATS SUMMARY

Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Reflexes (2 AoO/round)
Improved Unarmed Strike
Martial Weapon Proficiency - All
Power Attack -1/+2
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Unarmed strike)

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MONEY	
Platinum	50
Gold	4
Silver	0
Copper	0
Valuables	0

ENCUMBRANCE	
Current	89.08 lbs
Light	1064 lbs
Medium	2128 lbs
Heavy	3200 lbs

EXPERIENCE	
Current	5000
Next Level	9000

TRACKED RESOURCES		
Resource	Max.	Used
Bloodrage (7 rounds/day) (Su)	7	
Mutagen: +4 STR, -2 INT, +2 Nat AC	1	
Wand of cure light wounds (50 charges)	50	11
Wand of enlarge person (50 charges)	50	2

GEAR		
Bandolier		
Qty Item	Weight	Cost
empty		
Wrist sheath, spring loaded		
Qty Item	Weight	Cost
empty		
Gear In No Container		
Qty Item	Weight	Cost
1 +1 chain shirt	50 lbs	1,250 gp
1 Cloak of resistance +1	2 lbs	1,000 gp
1 Mutagen: +4 STR, -2 INT, +2 Nat AC		
1 scimitar	8 lbs	15 gp
1 Wand of cure light wounds (50 charges)		750 gp
1 Wand of enlarge person (50 charges)		750 gp
1 Alchemy crafting kit	5 lbs	25 gp
1 Bandolier		5 sp
1 Pathfinder's kit	22 lbs	12 gp
1 Wrist sheath, spring loaded	1 lb	5 gp

BACKGROUND DETAILS

No background details available.

TRAITS

Dangerously Curious (Magic)

You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result.

Benefit: You gain a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Indomitable Faith (Faith)

You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Energy Resistance, Acid (5)

You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (5)

You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5)

You have the specified Energy Resistance against Electricity attacks.

Angelic Attacks (Su)

At 1st level, your melee attacks are considered good-aligned weapons for the purpose of bypassing damage reduction. Furthermore, when you deal damage with a melee attack to an evil outsider, you deal an additional 1d6 points of damage. This additional damage stacks with effects such as align weapon and those granted by a weapon with the holy weapon special ability.

Bloodrage (7 rounds/day) (Su)

The bloodrager's source of internal power grants him the ability to bloodrage. At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can bloodrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from bloodraging or spells like bear's endurance) don't increase the total number of rounds that a bloodrager can bloodrage per day. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

A bloodrager can enter a bloodrage as a free action. While in a bloodrage, a bloodrager gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants the bloodrager 2 hit points per Hit Die, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While bloodraging, a bloodrager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A bloodrager can end his bloodrage as a free action. When the bloodrage ends, he's fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. A bloodrager cannot enter a new bloodrage while fatigued or exhausted, but can otherwise enter bloodrage multiple times during a single encounter or combat. If a bloodrager falls unconscious, his bloodrage immediately ends, placing him in peril of death.

Bloodrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Brawler's Flurry +1/+1 (Ex)

Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the monk's special feature. She does not need to use two different weapons to use this ability.

A brawler applies her full Strength modifier to her damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A brawler can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brawler's flurry. A brawler with natural weapons can't use such weapons as part of brawler's flurry, nor can she make natural weapon attacks in addition to her brawler's flurry attacks.

At 8th level, the brawler gains use of the Improved Two-Weapon Fighting feat when using brawler's flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using brawler's flurry.

Fast Movement +10 (Ex)

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

Mutagen (DC 10) (Su)

At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a -2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the stolen mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

At 14th level, the effects of a mutagen last for 1 hour per level.

Note: When you make a mutagen, you should add it to your character on the Magic tab. There, you can select the attribute you have chosen this time, and then drink it on the In-Play tab.

Scion of Humanity

Some aasimars' heavenly ancestry is extremely distant. An aasimar with this racial trait counts as an outsider (native) and a humanoid (human) for any effect related to race, including feat prerequisites and spells that affect humanoids. She can pass for human without using the Disguise skill. This racial trait replaces the Celestial language and alters the native subtype.

Truespeaker

There are some aasimars whose language transcends all boundaries. They gain a +2 bonus on Linguistics and Sense Motive checks, and they learn two languages each time they gain a rank in Linguistics. This racial trait replaces skilled.

Unarmed Strike (1d6)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table: Monk. The unarmed damage values listed on Table: Monk is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage.

FEATS**Armor Proficiency (Light)** (Combat)

You are skilled at wearing light armor.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Combat Reflexes (2 AoO/round) (Combat)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Improved Unarmed Strike (Combat)

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed â€" you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Power Attack -1/+2 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a â€"1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (â€"50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by â€"1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a â€"4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Weapon Focus (Unarmed strike) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS**+1 chain shirt** (Armor)

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

- Normal -

Most equipment is made of standard materials, giving no bonuses or penalties.

Cloak of resistance +1 (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Cost 500 gp

Mutagen: +4 STR, -2 INT, +2 Nat AC

At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a -2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the stolen mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

scimitar

This curved sword is shorter than a longsword and longer than a shortsword. Only the outer edge is sharp, and the back is flat, giving the blade a triangular cross-section.

Wand of cure light wounds (50 charges)

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Wand of enlarge person (50 charges)

Enlarge Person, Fortitude Negates (DC 11)

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Xian Li #2

Sasmira

bloodrager (metamagic rager) 1/brawler (mutagenic mauler) 8/ranger (shapeshifter) 3

True Neutral

CHARACTER LEVEL (favored class = Brawler, Ranger)

angel-blooded aasimar (angelkin)

Large

Female

74

5' 2"

100lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Irori

Tanned

Black

Brown

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	38	+14		
DEX Dexterity	16	+3		
CON Constitution	22	+6		
INT Intelligence	10	+0		
WIS Wisdom	14	+2		
CHA Charisma	11	+0		

HP	TOTAL	DR
HIT POINTS	152	
WOUNDS/CURRENT HP		
NONLETHAL DAMAGE		
INITIATIVE		
+3	= 3	+ 0
TOTAL	DEX MOD.	MISC MOD.
		HERO PTS 0

AC 25	= 10 +	9	+		+	3	+	-1	TOUCH 14
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
	+	2	+	2	+	-1	+	1	FLAT-FOOTED 21
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	20	= 11	+ 6	+ 3		
REFLEX (DEXTERITY)	16	= 9	+ 3	+ 3	+ 1	
WILL (WISDOM)	11	= 3	+ 2	+ 3	+ 3	

BASE ATTACK BONUS +12	SPELL RESISTANCE
CMB 24	= 12 + 14 + 1
TOTAL	BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
CMD 42	= 12 + 14 + 3 + 1 + 10
TOTAL	BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON [in main hand]			ATTACK BONUS	CRITICAL
Unarmed strike			+26/+26/+21/+16	19-20/A-2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			4d8+28	
Flurry of Blows: +24/+24/+24/+19/+19/+14				



SPEED	LAND	40 FT. 8 SQ.	50 FT. 10 SQ.	MODIFIERS
BASE SPEED				
WITH ARMOR				
FT.	FT.	FT.	FT.	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	17	=DEX 3	+ 12 + 3	+ -1
Appraise	0	=INT 0	+ 0	+ 0
Bluff	0	=CHA 0	+ 0	+ 0
✓ Climb	13	=STR 14	+ 0	+ -1
Diplomacy	9	=CHA 0	+ 9	+ 0
Disguise	0	=CHA 0	+ 0	+ 0
✓ Escape Artist	17	=DEX 3	+ 12 + 3	+ -1
Fly	0	=DEX 3	+ 0	+ -1
✓ Heal	2	=WIS 2	+ 0	+ 0
✓ Intimidate	0	=CHA 0	+ 0	+ 0
✓ Knowledge (local)	12	=INT 0	+ 9 + 3	+ 0
✓ Knowledge (nature)	12	=INT 0	+ 9 + 3	+ 0
Linguistics	4	=INT 0	+ 2	+ 0
✓ Perception	17	=WIS 2	+ 12 + 3	+ 0
✓ Ride	2	=DEX 3	+ 0	+ -1
✓ Sense Motive	4	=WIS 2	+ 0	+ 0
✓ Stealth	-2	=DEX 3	+ 0	+ -1
✓ Survival	2	=WIS 2	+ 0	+ 0
✓ Swim	13	=STR 14	+ 0	+ -1
✓ Use Magic Device	16	=CHA 0	+ 12 + 3	+ 0

✓ = Class Skill, ■ = Trained Only, ▮ = Armor Check Penalty Applies

LANGUAGES

Azlanti • Celestial • Common • Infernal • Thassilonian • Tien



COMBAT MANEUVERS		
Maneuver	CMB	CMD
Awesome Blow	+24	42
Bull Rush	+24	42
Dirty Trick	+24	42
Disarm	+24	42
Drag	+24	42
Feint	+24	42
Grapple	+26	44
Overrun	+24	42
Pull	+24	42
Push	+24	42
Reposition	+24	42
Steal	+24	42
Sunder	+24	42
Trip	+25	43

MONEY	
Platinum	27
Gold	2
Silver	5
Copper	0
Valuables	0

ENCUMBRANCE	
Current	71.68 lbs
Light	3200 lbs
Medium	6400 lbs
Heavy	9600 lbs

EXPERIENCE	
Current	220000
Next Level	315000

TRACKED RESOURCES		
Resource	Max.	Used
Alchemist's fire	3	
Bloodrage (8 rounds/day) (Su)	8	
Boots of speed (10 rounds/day)	10	
Jingasa of the fortunate soldier (1/day)	1	
Knockout (1/day, DC 28) (Ex)	1	
Mutagen: +4 STR, -2 INT, +2 Nat AC	1	
Shifter's Blessing (5 rds, 1/day) (Ex)	1	
Wand of cure light wounds (50 charges)	50	
Wand of enlarge person	50	

GEAR		
Gear In No Container		
Qty Item	Weight	Cost
1 +3 mithral breastplate	30 lbs	13,200 gp
1 Amulet of mighty fists +2		16,000 gp
1 Belt of physical perfection +2	2 lbs	16,000 gp
1 Boots of speed (10 rounds/day)	2 lbs	12,000 gp
1 Cloak of resistance +3	2 lbs	9,000 gp
1 Headband of mental superiority +2 (Use Magic Device)	2 lbs	16,000 gp
1 Ioun stone (vibrant purple prism, cracked)		2,000 gp
1 Jingasa of the fortunate soldier (1/day)	6 lbs	5,000 gp
1 Monk's robe	2 lbs	13,000 gp
1 Mutagen: +4 STR, -2 INT, +2 Nat AC		8,000 gp
1 Ring of protection +2		
1 Wand of cure light wounds (50 charges)		750 gp
1 Wand of enlarge person		750 gp
3 Alchemist's fire	1 lb	60 gp
1 Pathfinder's kit	22 lbs	12 gp

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Energy Resistance, Cold (5)	
Energy Resistance, Electricity (5)	
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Brawler's Flurry +10/+10/+5/+5/+0 (Ex)	
Brawler's Strike (Ex)	
Close Weapon Mastery (Ex)	
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BACKGROUND DETAILS

No background details available.

TRAITS

Dangerously Curious (Magic)

You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result.

Benefit: You gain a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Indomitable Faith (Faith)

You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Energy Resistance, Acid (5)

You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (5)

You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5)

You have the specified Energy Resistance against Electricity attacks.

Angelic Attacks (Su)

At 1st level, your melee attacks are considered good-aligned weapons for the purpose of bypassing damage reduction. Furthermore, when you deal damage with a melee attack to an evil outsider, you deal an additional 1d6 points of damage. This additional damage stacks with effects such as align weapon and those granted by a weapon with the holy weapon special ability.

Bloodrage (8 rounds/day) (Su)

The bloodrager's source of internal power grants him the ability to bloodrage. At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can bloodrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from bloodraging or spells like bear's endurance) don't increase the total number of rounds that a bloodrager can bloodrage per day. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

A bloodrager can enter a bloodrage as a free action. While in a bloodrage, a bloodrager gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants the bloodrager 2 hit points per Hit Die, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While bloodraging, a bloodrager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A bloodrager can end his bloodrage as a free action. When the bloodrage ends, he's fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. A bloodrager cannot enter a new bloodrage while fatigued or exhausted, but can otherwise enter bloodrage multiple times during a single encounter or combat. If a bloodrager falls unconscious, his bloodrage immediately ends, placing him in peril of death.

Bloodrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Brawler's Flurry +10/+10/+5/+5/+0 (Ex)

Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the *monk* special feature. She does not need to use two different weapons to use this ability.

A brawler applies her full Strength modifier to her damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A brawler can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brawler's flurry. A brawler with natural weapons can't use such weapons as part of brawler's flurry, nor can she make natural weapon attacks in addition to her brawler's flurry attacks.

At 8th level, the brawler gains use of the Improved Two-Weapon Fighting feat when using brawler's flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using brawler's flurry.

Brawler's Strike (Ex)

At 5th level, a brawler's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 9th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 12th level, she chooses one alignment component: chaotic, evil, good, or lawful; her unarmed strikes also count as this alignment for the purpose of overcoming damage reduction. (This alignment component cannot be the opposite of the brawler's actual alignment, such as a good brawler choosing evil strikes.) At 17th level, her unarmed attacks are also treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

Close Weapon Mastery (Ex)

At 5th level, a brawler's damage with close weapons increases. When wielding a close weapon, she uses the unarmed strike damage of a brawler 4 levels lower instead of the base damage for that weapon (for example, a 5th-level Medium brawler wielding a punching dagger deals 1d6 points of damage instead of the weapon's normal 1d4). If the weapon normally deals more damage than this, its damage is unchanged. This ability does not affect any other aspect of the weapon. The brawler can decide to use the weapon's base damage instead of her adjusted unarmed strike damage; this must be declared before the attack roll is made.

Knockout (1/day, DC 28) (Ex)

At 4th level, once per day a brawler can unleash a devastating attack that can instantly knock a target unconscious. She must announce this intent before making her attack roll. If the brawler hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the brawler's level + the higher of the brawler's Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the brawler may use this ability twice per day; at 16th level, she may use it three times per day.

Fast Movement +10 (Ex)

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

Favored Enemy (Humans +2) (Ex)

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Form of the Bear (Su)

The ranger's muscles enlarge and tighten, and his facial features become more ursine. While in this form, the ranger gains a +4 enhancement bonus to Strength, but his base speed becomes 20 feet.

Master Shifter: The ranger's muscles enlarge and tighten, and his facial features become more ursine. While in this form, the ranger gains a +8 enhancement bonus to Strength and he does not suffer any reduction of speed. Alternatively, the ranger can polymorph into the form of a bear as if the caster of beast shape IV.

Mutagen (DC 14) (Su)

At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a -2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the stolen mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

At 14th level, the effects of a mutagen last for 1 hour per level.

Note: When you make a mutagen, you should add it to your character on the Magic tab. There, you can select the attribute you have chosen this time, and then drink it on the In-Play tab.

Mutagen Damage Bonus +2 (Su)

At 6th level, a mutagenic mauler gains a +2 bonus on damage rolls when she attacks in melee while in her mutagenic form. This bonus increases to +3 at 11th level, and to +4 at 16th level. At 10th level, a mutagenic mauler learns one of the following alchemist discoveries (Advanced Player's Guide 28): feral mutagen or infuse mutagen, preserve organs[UM], spontaneous healing[UM]. At 12th level, the mutagenic mauler learns the greater mutagen discovery. This ability replaces martial flexibility.

Scion of Humanity

Some aasimars' heavenly ancestry is extremely distant. An aasimar with this racial trait counts as an outsider (native) and a humanoid (human) for any effect related to race, including feat prerequisites and spells that affect humanoids. She can pass for human without using the Disguise skill. This racial trait replaces the Celestial language and alters the native subtype.

Shifter's Blessing (5 rds, 1/day) (Ex)

At 3rd level, the shapeshifter can take on the aspects of a wild creature once per day as a swift action. He can remain in this form for a number of rounds equal to his ranger level + his Wisdom modifier. While in one of his shifter's blessing forms, the ranger gains the shapeshifter subtype.

At 8th level and again every five levels thereafter, the ranger may select an additional form for his shifter's blessing and may use this ability one additional time per day. This is not a polymorph ability; a ranger with shifter's blessing in one of his shifted forms can be affected by a polymorph ability and retain his bonus and traits gained by the class feature. This ability replaces favored terrain.

Track +1

A ranger or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Truespeaker

There are some aasimars whose language transcends all boundaries. They gain a +2 bonus on Linguistics and Sense Motive checks, and they learn two languages each time they gain a rank in Linguistics. This racial trait replaces skilled.

Unarmed Strike (2d8)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table: Monk. The unarmed damage values listed on Table: Monk is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage.

Wild Empathy +3 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

FEATS**Armor Proficiency (Light)** (Combat)

You are skilled at wearing light armor.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Combat Reflexes (4 AoO/round) (Combat)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Following Step (Combat)

You can repeatedly close the distance when foes try to move away, without impeding your normal movement.

Prerequisites: Dex 13, Step Up.

Benefit: When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

Normal: You can only take a 5-foot step to follow an opponent using Step Up.

Greater Weapon Focus (Unarmed strike) (Combat)

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1, 8th-level fighter.

Benefit: You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Improved Critical (Unarmed strike) (Combat)

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Unarmed Strike (Combat)

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed â€” you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Monastic Legacy (+6) (Combat)

Your formal unarmed training continues to bolster your training in other areas.

Prerequisites: Still mind class feature, Improved Unarmed Strike.

Benefit: Add half the levels you have in classes other than monk to your monk level to determine your effective monk level for your base unarmed strike damage. This feat does not make levels in classes other than monk count toward any other monk class features.

Power Attack -4/+8 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Step Up (Combat)

You can close the distance when a foe tries to move away.

Prerequisite: Base attack bonus +1.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Addition from Following Step: When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

Addition from Step Up and Strike: When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

Step Up and Strike (Combat)

When a foe tries to move away, you can follow and make an attack.

Prerequisites: Dex 13, Following Step, Step Up, base attack bonus +6.

Benefit: When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

Normal: You can usually only take one standard action and one 5-foot step each round.

Weapon Focus (Unarmed strike) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization (Unarmed strike) (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

MAGIC ITEMS**+3 mithral breastplate** (Armor)

A breastplate protects a wearer's torso with a single piece of sculpted metal, similar to the core piece of a suit of full plate. Despite its sturdiness, its inflexibility and open back make it inferior to complete suits of metal armor, but still an improvement over most non-metal armors.

Mithral

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

Amulet of mighty fists +2 (Neck)

This amulet grants an enhancement bonus of +2 on attack and damage rolls with unarmed attacks and natural weapons. The enhancement bonus from an amulet of mighty fists does allow natural attacks and unarmed strikes to bypass damage reduction if the enhancement bonus is at least +3 (as with other weapons, see page 562 of the Core Rulebook).

Construction Requirements: Craft Wondrous Item, greater magic fang, creator's caster level must be at least three times the amulet's bonus; Cost 8,000 gp

Belt of physical perfection +2 (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction Requirements: Craft Wondrous Item, bear's endurance, bull's strength, cat's grace; Cost 8,000 gp

Boots of speed (10 rounds/day) (Feet)

As a free action, the wearer of boots of speed can click her heels together, letting her act as though affected by a haste spell for up to 10 rounds each day. The haste effect's duration need not be consecutive rounds.

Construction Requirements: Craft Wondrous Item, haste; Cost 6,000 gp

Cloak of resistance +3 (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Cost 4,500 gp

Headband of mental superiority +2 (Use Magic Device) (Headband)

This ornate headband is decorated with numerous small white gemstones. The headband grants the wearer an enhancement bonus to all mental ability scores (Intelligence, Wisdom, and Charisma) of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. The headband also grants skill ranks as a Headband of vast intelligence.

Construction Requirements: Craft Wondrous Item, eagle's splendor, fox's cunning, owl's wisdom; Cost 8,000 gp

Ioun stone (vibrant purple prism, cracked)

This stone bears an obvious crack, whether as a result of crafting, because the raw stone began cracked, or due to damage. It stores one spell level, as a ring of spell storing (stored spells must be placed by a spellcaster but can be used by anyone).

A Prism is usually faceted, with a long shape where top and bottom have the same number of sides. Normally the width and angle of all sides are uniform. Ioun stones orbit the head within d3 feet and have AC 24, hardness 5, and 10 Hp.

Construction Requirements Craft Wondrous Item, imbue with spell ability, creator must be 12th level; Cost 1,000 gp

Jingasa of the fortunate soldier (1/day) (Head)

This conical iron jingasa, or war hat, bears the crest of an ancient house of Minkai. The jingasa of the fortunate soldier grants a +1 luck bonus to AC when worn. In addition, once per day as an immediate action, the wearer can negate a single critical hit or sneak attack. When a critical hit or sneak attack is scored on the wearer, the critical hit or sneak attack is negated and damage is instead rolled normally.

Construction Requirements Craft Wondrous Item, divine favor, moment of prescience; Cost 2,500 gp

Monk's robe (Body)

This simple brown robe, when worn, confers great ability in unarmed combat. If the wearer has levels in monk, her AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the robe lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk (although she does not add her Wisdom bonus to her AC). This AC bonus functions just like the monk's AC bonus.

Construction Requirements: Craft Wondrous Item, righteous might or transformation; Cost 6,500 gp

Mutagen: +4 STR, -2 INT, +2 Nat AC

At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a -2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the â€œstolenâ€ mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Ring of protection +2 (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; Cost 4,000 gp

Wand of cure light wounds (50 charges)

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Wand of enlarge person

Humanoid creature doubles in size.