

Name: Cael Madikson **PFS #:** 14034-35

Initiative: +2

AC: 20 (Touch 17, FF 19)

+2 (+2, +0) **Dodge** bonus vs Flying Creatures

Charging -2 (-2, -2)

+4 (+4, +0) with **Ki Defense**

CMB: +9

CMD: 29 (FF 28)

+4 **Racial** bonus vs Bull Rush or Trip

+2 **Racial** bonus Bull Rush Overrun or Trip when using **Tiger Style**

+2 (+2, +0) **Dodge** bonus vs Flying Creatures

Fort: +12

+2 **Racial** vs Poison, Spells and Spell-Like Abilities

+2 **Dragon Style** vs sleep effects, paralysis effects, and stunning effects

Boon 007: +4 **Insight** bonus on a save, decide before rolling.

Boon 008: Immediate action +2 bonus on a save against a spell or spell like ability, reduced effect as per evasion, decide before rolling.

Blessed Fortitude Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless sacred fist does not gain the benefit of the blessed fortitude ability.

Reflex: +7

+2 **Racial** vs Poison, Spells and Spell-Like Abilities

+2 **Dragon Style** vs sleep effects, paralysis effects, and stunning effects

Boon 007: +4 **Insight** bonus on a save, decide before rolling.

Boon 008: Immediate action +2 bonus on a save against a spell or spell like ability, reduced effect as per evasion, decide before rolling.

Will: +13

+2 **Racial** vs Poison, Spells and Spell-Like Abilities

+2 **Dragon Style** vs sleep effects, paralysis effects, and stunning effects

Boon 001: When you fail a Fortitude or Will saving throw against a haunt, you can use this boon to gain a +2

Competence bonus on the save retroactively.

Boon 007: +4 **Insight** bonus on a save, decide before rolling.

Boon 008: Immediate action +2 bonus on a save against a spell or spell like ability, reduced effect as per evasion, decide before rolling.

HP: 66

BAB: +6/1 (+7/2 in Flurry) **Speed:** 20' +20' with **Ki Speed** **Languages:** Common, Dwarf

Per-day Abilities:

1 **Tactician** O May use **Tactician** to add +2 **Trait** bonus to hit on one attack of opportunity

3 **Stunning Fist** OOO May declare use of **Stunning Fist** before making an attack roll, to possibly stun opponent

3 **Warpriest Channel Positive Energy 3d6 (DC 13)** OOO

3 **Pearl of Power level 1** OOO

3 **Winged Boots** OOO

5 **Ki Pool** OOOO O

7 **Fervor** OOOOO OO

7 **Blessing** OOOOO OO

Holy Strike (Su) At 1st level, you can touch one weapon and bless it with the power of purity and goodness. For 1 minute, this weapon glows green, white, or yellow-gold and deals an additional 1d6 points of damage against evil creatures. During this time, it's treated as good for the purposes of overcoming damage reduction. This additional damage doesn't stack with the additional damage from the holy weapon special ability.

Lucky Presence (Su) At 1st level, you can touch an ally and grant it a lucky presence. The target of this luck can call upon it to roll any one ability check, attack roll, saving throw, or skill check twice and take the better result. The decision to use this ability must be made before the roll is made. Once used, the effect ends. The effect ends after one minute.

Warpriest CL: 8 DC: 13+spell level Concentration: +11

Boon 008: Immediate action +2 effective caster level when casting a spell. Decide before rolling.

5 Warpriest level 0 spells (DC 13):

X	X	X
X	X	

5 Warpriest level 1 spells (DC 14):

O	O	O
O	O	

5 Warpriest level 2 spells (DC 15):

O	O	O
O	O	

3 Warpriest level 3 spells (DC 16):

O	O	O
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Limited Use Items:

50 Shuriken

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Paper Candle Firework OO

Scroll [DC 11] Air Bubble O, Ant Haul O, Comprehend Languages O

Wand Mage Armor [42]

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Wand Cure Light Wounds [35]

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Key Combat Skills:

Acrobatics: +13

+2 **Trait** bonus to move through enemy's threatened square

-2 to jump

Knowledge (Arcana): 0 (untrained)

Boon 006 +2 to Knowledge Arcana checks to identify creatures with the construct type; remove boon to treat the die result as 20.

Knowledge (History): 4

+2 **Racial bonus** on checks having to do with drawvves and their enemies, can be made untrained

Knowledge (Religion): 4

Perception: +15

+2 **Racial bonus vs Flying Creatures**

Profession (Soldier): +13

Survival: +3 (untrained)

Wayfinder +2 to avoid becoming lost

+2 in the River Kingdoms (Country Estate)

Swim: +10

Always on:

Darkvision 60'.

Strong aura of Good.

Can make unarmed attacks either lethal or non-lethal.

In a stance at start of combat (usually Dragon Style)

Fuse Styles The master of many styles can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the master of many styles switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

Immediate Action:

Declare use of **Stunning Fist** before attack roll

Declare use of **Tactician** during attack of opportunity

Free actions:

Enter a stance [Pummeling Style / Charge, Dragon Style / Ferocity, Tiger Style].

With at least 1 Ki remaining, **Ki Defense Strike Magic**, makes unarmed attacks **Magic**

Swift actions:

Spend a **Fervor** to heal self 3d6 points

Spend a **Fervor** to cast any one warpriest spell he has prepared. When cast in this way, the spell can target only the warpriest, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The warpriest does not need to have a free hand to cast a spell in this way.

Spend a **Ki** for **Ki Defense**, to raise AC by +4 **Dodge Bonus** for one round

Spend a **Ki** for **Ki Flurry**, for one extra **Flurry of Blows** attack

Spend a **Ki** for **Ki Speed**, to raise Speed by 20 for one round

Boon 007: +5 **Insight** bonus on a caster level check to overcome spell resistance, decide before rolling.

Move actions:**Standard action:**

Spontaneously cast Cure Light Wounds, using up a level 1 spell prepared, or Cure Moderate Wounds, using up a level 2 spell prepared

Spend a **Fervor** to touch heal, or harm undead, 2d6 points

Spend 2 **Fervor** to channel positive energy, 30' radius 3d6 to Heal or 3d6 to Harm undead (DC 14)

Use a **Blessing** for **Holy Strike**

Use a **Blessing** for **Lucky Presence**

Spend **Warpriest Channel** to channel positive energy for 3d6 (DC 13)

Melee:

Charging: You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent. You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). You must move to the closest space from which you can attack the opponent. If this space is occupied or otherwise blocked, you can't charge. If any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. Helpless creatures don't stop a charge. If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

Pummeling Style / Pummeling Charge: Make a number of rolls equal to the number of attacks you can make with a full attack or a flurry of blows (your choice) with the normal attack bonus for each attack. For each roll that is a hit, you deal the normal amount of damage, adding it to any damage the attack has already dealt from previous rolls (if any). If any of the attack rolls are critical threats, make one confirmation roll for the entire attack at your highest base attack bonus. If it succeeds, the entire attack is a confirmed critical hit.

Dragon Style / Dragon ferocity: While using this style, you gain a +2 bonus on saving throws against sleep effects, paralysis effects, and stunning effects. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. Further, you can add 1-1/2 times your Strength bonus on the damage roll for your first unarmed strike on a given round. While using Dragon Style, increase your Strength bonus on unarmed strike damage rolls by an additional one-half your Strength bonus, to a total of double your Strength bonus on the first attack and 1-1/2 times your Strength bonus on the other attacks. When you score a critical hit or a successful Stunning Fist attempt against an opponent while using this style, that opponent is also shaken for a number of rounds equal to 1d4 + your Strength bonus.

Tiger Style: While using this style, you gain a +2 bonus to your CMD against bull rush, overrun, and trip maneuvers. You can also deal slashing damage with your unarmed strikes. Whenever you score a critical hit with your slashing unarmed strike, your opponent also takes 1d4 points of bleed damage at the start of his next two turns.

If using **Tactician**, add +2 **Trait** bonus to hit on one attack of opportunity

+1 or +1/+1 **Racial** bonus to hit vs flying creatures

If hit with **Stunning Fist**, opponent must make a DC 17 will save, or be stunned for next round (until start of your next turn); if failed, drop everything held, unable to take actions, loses dexterity bonus to AC, and -2 penalty to AC

+1d6 damage to evil creatures and weapon type is considered Good, if **Holy Strike** is active on weapon

Standard: Unarmed Strike: +12 to hit (20/x2) | 1d10+6 B Also S with Tiger Style, and Crit (19-20/x2)

Full Round: Unarmed Strike Flurry: +11/+11/+6/+6 to hit (20/x2) | 1d10+6 B Also S with Tiger Style, and Crit (19-20/x2)

Full Round: Unarmed Strike Flurry Pummeling Style: +11/+11/+6/+6 to hit (20/x2) | 1d10+6 B Also S with Tiger Style, and Crit (19-20/x2) (Counts as one attack)

Full Round: Charging Unarmed Strike Flurry Pummeling Style/Pummeling Charge: +13/+13/+8/+8 to hit (20/x2) | 1d8+5 B Also S with Tiger Style, and Crit (19-20/x2) (Counts as one attack)

Add 2x strength to damage on 1st attack, 1.5x with extra attacks with **Dragon Style** (+6 with regular attack, +6/+3/+3/+3 with **Pummeling Style**)

-2 (or -2/-2/-2/-2) to Hit with Power Attack and +4 (or +4/+4/+4/+4 for **Pummeling Style**) damage

Ranged:

+1 or +1/+1 **Racial** bonus to hit vs flying creatures

+1d6 (or +1d6/+1d6 pummeling style) damage to evil creatures and weapon type is considered Good, if **Holy Strike** is active on weapon

Standard: Shuriken: +7 to hit (20/x2) | 1d2+6 damage P

Full Round: Shuriken Flurry: +5/+5/+0/+0 to hit (20/x2) | 1d2+6 damage P

-2 to hit / range 10'