

Hero name: Cael Madikson; Player name: Scott David Gray; Pathfinder Society number: 14034-35
Class: Warpriest; Favored Bonus: +1 skill point, Favored Class: Warpriest; Archetypes: Sacred Fist
Race: Dwarf; Alignment: Lawful Good; Deity: Kurgess; Racial traits: Lorekeeper, Sky Sentinel
Ability Scores: 18 Str; 15 Wis; 14 Con; 12 Dex; 10 Int; 5 Cha
Blessings: Good, Luck; Spells 0: Detect Magic, read Magic, Stabilize; Spells 1: Bless, Magic Weapon
Skills: Acrobatics 1, Perception 1, Profession (Soldier) 1
Feats: Pummeling Style; Traits: Tactician (Combat), Unorthodox Strategy (Faction)
Weapons: 50 Shuriken
Magic: Scroll of Air Bubble, Ant Haul, and Comprehend Languages
Gear: Backpack; Ball 10"; Bedroll; Belt Pouch; Blanket; Chalk; Earplugs; Flint and Steel; Hammer;
Hat; Holy Symbol Iron (a chain, worn on arm in honor of Kurgess); Ink Black x2; Inkpen x2; Iron
Spike x 5; Mess Kit; Paper x 10; Paper Candle Firework x 2; Parchment x 10; Pot; Rounder's Gear;
Signal Whistle; Silk Rope; Soap; Soldier's uniform; Tennis gear; Trail Rations x 10; Traveller's Outfit
(Free); Waterskin
Gender: Male; Age: 66; Height: 4'2"; Weight 185; Hair: Blonde; Eyes: Hazel; Skin: Fair
Level 2: Monk 1, Master of Many Styles archetype, Monk bonus feat: Pummeling Charge, Skills:
Acrobatics 2, Knowledge History 1, Knowledge Religion 1, Perception 2
Level 3: Warpriest 2 +1 Skill point; Spells 0: Guidance; Spells 1: Divine Favor; Skills: Acrobatics 3,
Perception 3, Swim 1; Feat: Dragon Style
Level 4: Warpriest 3 +1 Skill point; +1 Strength (19); Spells 1: Unbreakable Heart; Skills: Knowledge
Religion 1, Perception 4, Profession (Soldier) 2
Level 5: Warpriest 4 +1 Skill point; Spells 2: Spiritual Weapon, Weapon of Awe; Skills: Acrobatics 4,
Perception 5, Profession (Soldier) 3; Feat: Power Attack
Level 6: Warpriest 5 +1 Skill point; Spells 1: Comprehend Languages; Spells 2: Protection from Evil
Communal, Weapon of Awe; Skills: Acrobatics 6, Perception 6, Profession (Soldier) 4
Level 7: Warpriest 6 +1 Skill point; Style Feat: Tiger Style; Spells 0: Detect poison; Spells 2: Delay
Poison; Skills: Acrobatics 7, Perception 7, Profession (Soldier) 5; Feat: Dragon Ferocity
Level 8: Warpriest 7 +1 Skill point; +1 Strength (20); Spells 3: Magic Circle Against Evil; Skills:
Acrobatics 8, Perception 8, Profession (Soldier) 6
Level 9: Warpriest 8 +1 Skill point; Spells 2: Sound Burst; Spells 3: Magic Vestment; Skills: Acrobatics
9, Perception 9, Profession (Soldier) 7; Feat: Combat Style Master
Level 10: Warpriest 9 +1 Skill point; Spells 1: Sanctuary; Spells 3: Align Weapon Communal; Skills:
Acrobatics 10, Perception 10, Profession (Soldier) 8
Level 11: Warpriest 10 +1 Skill point; Spells 4: Blessing of Fervor; Skills: Acrobatics 11, Perception
11, Profession (Soldier) 9; Feat: Weapon Focus Unarmed Strike
Level 12: Warpriest 11 +1 Skill point; Spells 3: Daylight, Dispel magic; Spells 4: Divine power; Skills:
Acrobatics 12, Perception 12, Profession (Soldier) 10

Slotless: Wayfinder = 250
Wand: Cure Light Wounds = 2 PP
Slotless: Pearl of Power 1 = 1000 (Fame 9)
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Shoulders: +1 Cloak of Resistance = 1000 (Fame 9)
Wrist: +1 Bracers of Armor = 1000 (Fame 9)
Ring: +1 Ring of Protection = 2000 (Fame 13)
Neck: +1 Amulet of Natural Armor = 2000 (Fame 13)
Slotless: Handy Haversack = 2000 (Fame 13)
* Upgrade Shoulders: +2 Cloak of Resistance = 3000 (4000) (Fame 18)
* Upgrade Wrists: +2 Bracers of Armor = 3000 (4000) (Fame 18)
Belt: +2 Belt of giant Strength = 4000 (Fame 18)
Amulet: of Mighty Fists, Keen = 4000 (Fame 18) (sell Amulet of Natural Armor +1)
Headband: +2 Headband of Inspired Wisdom = 4000 (Fame 18)
* Upgrade Wrists: +3 Bracer's of Armor = 5000 (9000) (Fame 27)
* Upgrade Shoulders: +3 Cloak of Resistance = 5000 (9000) (Fame 27)
Ring: Forceshield = 8500 (Fame 27)
* Upgrade Ring: +2 Ring of Protection = 6000 (8000) (Fame 22)
* Upgrade Neck: +2 Amulet of Mighty Fists +1 = 8000 (12000) (Fame 31)
* Upgrade Shoulders: +4 Cloak of Resistance = 7000 (16000) (Fame 31)
* Upgrade Wrists: +4 Bracers of Armor = 7000 (16000) (Fame 31)
* Upgrade Wrists: +5 Bracers of Armor = 9000 (25000) (Fame 27)
* Upgrade Belt: +4 Belt of Giant Strength = 12000 (16000) (Fame 31)
Feet: Winged Boots = 16000 (16000) (Fame 31)