

Name: Choi Cha-Kyu

Initiative: +4

Reduce Person +1

AC: 17 (Touch 17, FF 13)

Mage Armor +4 (+0 +4)

Reduce Person +2 (+2 +1)

Shield +4 (+0 +4)

Shield of Faith +2 (+2 +2)

Protection from Evil vs Evil +2 (+2 +2)

CMB: +4

Reduce Person -2

CMD: 21

Reduce Person -1

Fort: +6

Reflex: +7

Reduce Person +1

Will: +11

HP: 31

Perception: +11

Speed: 30'

Languages: Common, Hwon, Minkaian, Tengu, Tien

Per-day Abilities:

6 Divine Vessel: OOOOO O

2 Perfect Strike OO [declare first, roll 2d20 on to-hit and take higher roll]

5 Arcane Reservoir OOOOO

X Inquisitor level 0 spells

Create Water, Detect Magic, Guidance, Light

X Arcanist level 0 spells

Mending, Message, Prestidigitation, Read Magic

Chant

3 Inquisitor level 1 spells OOO

Bowstaff (swift as level 2), Litany of Sloth (swift)

4 Arcanist level 1 spells OOOO

Gravity Bow

Always on:

Low Light Vision

Precise Shot: No -4 to hit when shooting into melee.

Exotic Military Saddle +2 to ride checks to stay in saddle

Limited Use Items:

Arrows [96]

Cold Iron Arrows [20]

Blunt Arrows [10]

Whistling Arrows [10]

Smoke Arrows [6]

Wand of Comprehend Languages [50]

Wand of Cure Light Wounds [50]

Wand of Mage Armor [48]

Wand of Protection from Evil [50]

Wand of Reduce Person [44]

Shield [49]

Wand of Shield of Faith [50]

Scroll of Burning Hands [5]

Trail Rations [2]

Immediate Action:

Once per round, when one hand is free and not flat-footed, may knock aside one non-massive ranged weapon attack that would otherwise hit; this does not apply to natural attacks or spells.

Once per round, when mount is hit in combat, may make a ride check to negate the hit; if the result of the check is greater than the opponent's attack roll.

Free actions:

Spend 1 **Arcane Reservoir** to increase DC of an arcanist spell being cast by +1, or the effective level of an arcanist spell being cast by +1

Swift actions:

Divine Vessel: If targeted by a divine spell, may as a swift action spend a use of **Divine Vessel** and grant each ally within 15 feet a divine boon; +2 on next attack roll, skill check or ability check if made before the end of their next turn.

Move actions:

Consume Spells: Expend an **Arcanist spell slot** to restore a number of **Arcane Reservoir** equal to the level of the spell consumed.

Dimensional Slite: As part of a move action, expending 5 feet of movement and 1 **Arcane Reservoir**, teleport 20 feet without provoking attacks of opportunity.

Standard actions:

Unarmed Strike: +4 to hit (20/x2) | 1d6+2 damage B

Reduce Person -1 Damage, reduce die from d6 to d4

+1 Bowstaff: +5 to hit (20/x2) | 1d6+4 damage B

Reduce Person -1 Damage, reduce die from d6 to d4

+1 Adaptive Composite Longbow Attack: +8 to hit (20/x3) | 1d8+3 damage P

Reduce Person +2 to hit, -1 Damage, reduce die from d8 to d6

Gravity Bow increase damage die from d6 to d8 or from d8 to 2d6

+1 to hit and +1 damage within 30'

-2 to hit / range 110'

Full Round actions:**Unarmed Strike and Bite:**

Unarmed Strike +4 to hit (20/x2) | 1d6+2 damage B/P/S

Bite -1 to hit (20/x2) | 1d3+1 damage B

Reduce Person -1 Damage, reduce die from d6 to d4 or from d3 to d2

Bowstaff and Bite:

+1 Bowstaff +5 to hit (20/x2) | 1d6+4 damage B

Bite -1 to hit (20/x2) | 1d3+1 damage B/P/S

Reduce Person -1 Damage, reduce die from d6 to d4 or from d3 to d2

+1 Adaptive Composite Longbow Flurry Attack: +7/+7 to hit (20/x3) | 1d8+3 damage P

Reduce Person +2 to hit, -1 Damage, reduce die from d8 to d6

Gravity Bow increase damage die from d6 to d8 or from d8 to 2d6

+1 to hit and +1 damage within 30'

-2 to hit / range 110'

-4 Shooting while mounted, if mount takes a double move

-8 Shooting while mounted, if mount is running

Name: Sae

Initiative: +5

AC: 22 (Touch 15, FF 17)

Mage Armor +4 (+0 +4)

Shield of Faith +2 (+2 +2)

Protection from Evil vs Evil +2 (+2 +2)

CMB: +4

CMD: 19

Fort: +4

Reflex: +9

Will: +2

HP: 28

Perception: +5

Speed: 20', Flight 80' (average)

Languages:

Per-day Abilities:

Always on:

Low Light Vision

Exotic Military Saddle +2 to ride checks to stay in saddle

Tricks:

Attack, Come, Defend, Down, Guard, Heel, Stay, Work

Standard actions:

Bite:

Bite +8 to hit (20/x2) | 1d6+1 damage B/P/S

Power attack -1 to hit +2 damage

Full Round actions:

Bite, Talon and Talon:

Bite +8 to hit (20/x2) | 1d6+1 damage B/P/S

Talon +8 to hit (20/x2) | 1d4+1 damage S

Talon +8 to hit (20/x2) | 1d4+1 damage S

Power attack -1 to hit +2 damage