

Initiative: +11 **Perception:** +25 (may take 10) **AC:** 30 25/25 **CMD:** 45 (47 vs Grapple) **Hit Points:** 161

Per Day:

13 Stunning Fist: OOOOO OOOOO OOO

11 Ki: OOOOO OOOOO O

10 Lay on Hands: OOOOO OOOOO

6 Smite Evil | Chaos: OOOOOO

1 Level 1 Spell O

Non-combat:

Skill Mastery: May take 10 on Acrobatics, Diplomacy, Perception, Profession Brewer, Stealth

Pursuit of Knowledge: May make any knowledge check untrained at +7

Conditions:

Adjacent to more than one opponent, not adjacent to an ally. Valiant Stand: +5 To hit, AC

Allies within 10 feet get +4 bonus on saves vs fear

Divine Health: Immune to all diseases

Immediate actions:

Perfect Opening : After a foe in reach confirms a crit against self or ally, may make a single attack (even while falling from the crit) -- if it hits, it is considered a critical threat.

Shield the Weak, 5 allies: Forgo save against burst, line, cone or spread, in order to give up to 4 adjacent allies improved cover +4 reflex and improved evasion -- no damage on save, 1/2 on fail

Combat Reflexes AoO: 6 times per round

Full round actions:

Flurry: +21/+21/+16/+16/+16 2d6+4 (+2d6 v evil +2d6 v chaos) [magic, cold iron / silver / good / ghost touch]

Whirlwind Smite: May make one unarmed attack against each foe he can reach, triggering either Smite Evil or Smite Chaos, and gaining that benefit against each foe for a number of rounds equal to Wisdom bonus (5).

Standard actions:

Standard attack: +20 2d6+4 (+2d6 v evil +2d6 v chaos) [magic, cold iron / silver / good / ghost touch]

Radiant Charge: See below (all Lay on Hands)

One finger: Resolve one attack as a touch attack

Sweeping Smite: If hitting with a smite, may take an attack against another creature in reach at the same bonus, then another creature, until missing or running out of foes.

Lay on hands ally (7d6) and remove fatigue, or enemy (melee touch +20 to hit)

Combat Maneuver Grapple (no AoO) +25

Use two uses of Lay on Hands to Channel positive energy 2d6 (to heal or harm) DC 17, 30' radius

Choices (all round):

Power: -5 to hit, +10 damage

Lunge: -2 AC +5' reach

Choices (one attack):

Stunning fist: DC 22, choose Stun 1 round, Fatigued, Sickened 1 minute, Staggered 1d6+1 rounds

Pinning Knockout: When dealing damage to an opponent that is pinned double the damage, if it is not immune to critical hits.

Move Action:

Detect Chaos or Evil on one person or object within 60', and gather as much information as the spell gives in three rounds.

Greater grapple: Maintain a grapple +30

Swift actions:

Smite evil | chaos: +3 to hit +14 damage (+28 on first attack if evil dragon, evil outsider or undead | chaotic aberration, chaotic outsider or fey), +3 AC vs target of Smite (if actually evil / chaotic)

Lay on hands, self ((7d6)*1.5 round down)

Rapid Grapple: After successfully using Greater Grapple as a move action, may make a Grapple CMB check (to move, to damage, to pin, to restrain)

Panther Style: If hit by an AoO for moving through threatened square, may make own AoO

1 Ki: In flurry, add extra attack at highest bonus

1 Ki: +20' move in a round

1 Ki: +4 AC bonus, one round

1 Ki: Ki Stand, may stand as swift action without provoking AoO.

0 Ki: Ki Stand, if at least 1 ke point available may stand as swift action – provokes AoO.

Free actions:

2 Ki: Trigger Smite without using up per-day

2 Ki: Trigger Lay on Hands without using up per-day

1 Ki Perfect Strike: Next attack that round, roll to hit and damage twice, taking better result

All remaining Lay on Hands: Radiant Charge after hitting with a charge add +1d6 / Lay on Hands +3d6 holy damage

Always on:

Moderate Aura of Good

DR -/5

Energy Resist 2/cold