

Alyosha Zoubareva

Player: Scott David Gray

Male Human Champion of Irori 10/Monk 3/Paladin 4 -
CL17 - CR 16

Lawful Good Humanoid (Human); Deity: **Irori**; Age: **18**;
Height: **5' 9"**; Weight: **175lb.**; Eyes: **Hazel**; Hair: **Brown**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	14/18	+2/+4	
DEX DEXTERITY	16/20	+3/+5	
CON CONSTITUTION	14/18	+2/+4	
INT INTELLIGENCE	13/15	+1/+2	
WIS WISDOM	18/20	+4/+5	
CHA CHARISMA	14/16	+2/+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+22	+12	+4	+2	+4		
	Still Mind: +2 vs. enchantment spells and effects						

REFLEX (DEXTERITY)	+19	+9	+5	+2	+3		
	Still Mind: +2 vs. enchantment spells and effects						

WILL (WISDOM)	+22	+12	+5	+2	+3		
	Still Mind: +2 vs. enchantment spells and effects						

Damage Reduction (5/-)	Immunity to Disease
Energy Resistance, Cold (2)	Immunity to Fear (Ex)

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	30	=	+4		+5		+1	+2		+8

Touch AC	25	Flat-Footed AC	25		
		BAB	Strength	Size	Misc

CM Bonus +25 Grappling	+21	=	+16	+4	-	-
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CM Defense 47 vs. Grapple	45	=	10	+16	+4	+5	-
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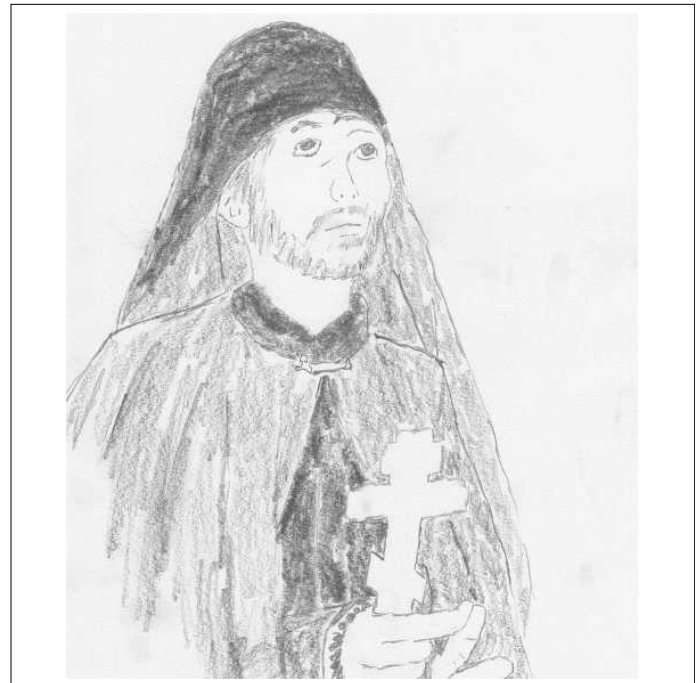
Base Attack	+16	HP	161
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Initiative	+11	Damage / Current HP
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Speed	30 / 40 ft
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+1 seeking rifle, mosin-nagant m1891

Ranged, both hands: **+18/+13/+8/+3**, Crit: x4
1d10+1 Rng: 80'
2-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+18	DEX (5)	10	
Appraise	+2	INT (2)	-	
Bluff	+3	CHA (3)	-	
Climb	+12	STR (4)	5	
Diplomacy	+22	CHA (3)	16	
Disable Device	-	DEX (5)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Handle Animal	+7	CHA (3)	1	
Heal	+5	WIS (5)	-	
Intimidate	+7	CHA (3)	1	
Knowledge (arcana)	+27	INT (2)	17	
Knowledge (local)	+15	INT (2)	5	
Knowledge (Other)	+7	INT (2)	-	
Knowledge (religion)	+15	INT (2)	5	
Linguistics	+3	INT (2)	1	
Perception	+25	WIS (5)	17	
Profession (brewer)	+25	WIS (5)	17	
Ride	+9	DEX (5)	1	
Sense Motive	+9	WIS (5)	1	
Sleight of Hand	-	DEX (5)	-	
Spellcraft	+6	INT (2)	1	
Stealth	+25	DEX (5)	17	
Survival	+5	WIS (5)	-	
Swim	+4	STR (4)	-	
Use Magic Device	-	CHA (3)	-	

Feats

Armor Proficiency (Heavy)

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.

Armor Proficiency (Light)

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.

Armor Proficiency (Medium)

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.

Combat Reflexes (6 AoO/round)

You can make extra attacks of opportunity.

Greater Grapple

Maintaining a grapple is a move action, allowing you to make 2 checks a round.

Improved Grapple

You don't provoke attacks of opportunity when grappling a foe.

Improved Initiative

You get a +4 bonus on initiative checks.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Ki Stand

Stand up as a swift action, and spend 1 *ki* point to not provoke attacks of opportunity when you do so

Lunge

Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Monk Weapon Proficiencies

You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Panther Style (1/round)

Retaliate against opponents that take attacks of opportunity against you

Pinning Knockout

Against a pinned opponent, you may double nonlethal damage with grapple check

Power Attack -5/+10

You can subtract from your attack roll to add to your damage.

Radiant Charge

Expend uses of lay on hands to deal extra damage, bypassing evil creatures' resistances and immunities

Rapid Grappler

Spend a swift action to make a combat maneuver check to grapple while using Greater Grapple

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Stunning Fist (6/day, DC 23)

You can stun an opponent with an unarmed attack.

Weapon Focus (Unarmed strike)

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

Traits

Northern Ancestry

One of your parents came from the North, and the tales of the frozen lands at the top of the world that you grew up listening to excited your imagination. Or maybe one of your ancestors had the blood of some frost-rimed creature. You feel most

Reactionary

+2 Initiative

Experience & Wealth

Experience Points: 48/51

Current Cash: 36 pp, 8 gp, 3 sp, 7 cp

Dagger

Main hand: +20/+15/+10/+5,
1d4+4

Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: +14/+9/+4/-1,
1d4+4

Main w/ light off.: +16/+11/+6/+1,
1d4+4

Offhand: +12, 1d4+2

Ranged: +21/+16/+11/+6, 1d4+4

Ranged w/ offhand:

+15/+10/+5/+0, 1d4+4

Ranged w/ light off.:

+17/+12/+7/+2, 1d4+4

Ranged offhand: +13, 1d4+2

Firearm bullet

Crit: N/A
Ammo

Unarmed strike

Main hand: +21/+16/+11/+6, 2d6+4
plus 2d6 vs. chaotic plus 2d6 vs.
evil

Crit: x2
Light, B

Main w/ offhand: +15/+10/+5/+0, 2d6+4
plus 2d6 vs. chaotic plus 2d6 vs.
evil

Main w/ light off.: +17/+12/+7/+2,
2d6+4 plus 2d6 vs. chaotic plus
2d6 vs. evil

Offhand: +13, 2d6+4 plus 2d6 vs.
chaotic plus 2d6 vs. evil

Flurry: +20/+20/+15/+10/+5, 2d6+4
plus 2d6 vs. chaotic plus 2d6 vs.
evil

Gear

Total Weight Carried: 72.2899/350lbs, Light
Load
(Light: 116 lbs, Medium: 233 lbs, Heavy: 350
lbs)

+1 seeking rifle, mosin-nagant m1891	9 lbs
axiomatic ghost touch holy amulet of mighty fists	-
Backpack, masterwork (16 @ 33 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (16 @ 33 lbs)>	5 lbs
Belt of physical perfection +4	1 lb
Belt pouch (2 @ 1 lbs) <In: Backpack,	0.5 lbs
Blanket, winter <In: Backpack, masterwork (16 @	3 lbs
Carpet of flying I	8 lbs
Cleric's vestments	6 lbs
Cloak of resistance +2	1 lb

Gear

Total Weight Carried: 72.2899/350lbs, Light Load (Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

Cold weather outfit (Free) <In: Backpack, masterwork (16 - Dagger 1 lb
Firearm bullet x197 0.0167 lbs
Flint and steel <In: Belt pouch (2 @ 1 lbs)> -
Headband of mental superiority +2 (Knowledge 1 lb
Holy symbol, gold (Suppedaneum cross) 1 lb
Holy text (Russian Synodal Bible) <In: Backpack, 1 lb
Lock, good x4 <In: Backpack, masterwork (16 @ 33 1 lb
Manacles, masterwork x4 <In: Backpack, masterwork 2 lbs
Pearl of power (1st level, 1/day) -
Ring of protection +2 -
Silk rope x2 <In: Backpack, masterwork (16 @ 33 5 lbs
Soap <In: Backpack, masterwork (16 @ 33 lbs)> 0.5 lbs
Wand of bestow weapon proficiency (48 charges) -
Wand of cure light wounds (31 charges) -
Wand of cure moderate wounds (44 charges) -
Waterskin 4 lbs
Whetstone <In: Belt pouch (2 @ 1 lbs)> 1 lb

Special Abilities

AC Bonus +8

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to

Aura of Courage +4 (10' radius) (Su)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is

Aura of Good (Ex)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Axiomatic

An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic

Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Fast Movement (+10')

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1 round.

Flurry of Blows +15/+15/+10/+5/+0 (Ex)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be

Ghost touch

A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with *ghost touch*

Greater Sweeping Smite (Ex)

At 3rd level, as a standard action, a champion of Irori can make a single unarmed strike while using his smite evil or smite chaos ability. If the attack hits, he can make another attack at the same bonus against an evil or chaotic

Ki Pool (Su)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

Lay on Hands (12d6, 5/day) (Su)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin

Maneuver Training (Ex)

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

Special Abilities

Mercy (Fatigued) (Su)

When you use your lay on hands ability, it also removes the fatigued condition.

One Finger (Su)

At 8th level, as a standard action, a champion of Irori can resolve a single unarmed attack as a melee touch attack.

Paladin Channel Positive Energy 2d6 (2/day, DC 15) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the

Perfect Opening (Ex)

At 7th level, once per round a champion of Irori can make an attack of opportunity against an enemy he threatens when that enemy confirms a critical hit against the champion or an ally. The champion of Irori can make this attack

Perfect Strike (Su)

At 9th level, a champion of Irori can expend 1 point from his *ki* pool as a swift action to perfect the next unarmed attack he makes before the end of his turn. Attack and damage rolls are rolled twice and the champion of Irori selects which

[N/A] Seeking

This special ability can only be placed on ranged weapons. A *seeking* weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. The wielder still has to aim the weapon at the right

Shield the Weak (5 allies)

At 5th level, as an immediate action once per round, a champion of Irori can shield a number of adjacent allies equal to his Wisdom modifier from a burst, cone, line, or spread effect that allows a Reflex saving throw and which he and

Skill Mastery (Acrobatics Diplomacy Perception Stealth)

At 6th level, a champion of Irori becomes well practiced in a certain number of his skills. This ability functions exactly like the skill mastery advanced rogue talent.

Smite Chaos (Su)

At 1st level, a champion of Irori gains an additional use of his paladin's smite evil ability. In addition, he can choose to use his smite evil ability to smite chaos instead, affecting chaotic-aligned creatures and dealing 2 points of damage per

Smite Evil (4/day) (Su)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any)

Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This

Unarmed Strike (2d6)

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

Valiant Stand +5 (Su)

At 4th level, a champion of Irori gains a sacred bonus on attack rolls and to AC equal to 1/2 his class level when adjacent to more than one opponent. He does not gain this bonus if he is also adjacent to an ally.

Whirlwind Smite (Ex)

At 10th level, as a full-round action, a champion of Irori can make one unarmed strike against every creature he threatens, as if he possessed the Whirlwind Attack feat (though he can use it only with unarmed strikes). He can also trigger

Spell-Like Abilities

Detect Chaos (At will) (Sp)

Detect Evil (At will) (Sp)

Tracked Resources

Dagger



Tracked Resources

[illegible]

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A 5x10 grid of squares. The first four rows are full, each containing 10 squares. The fifth row contains only 3 squares, starting from the left.

Spells & Powers

Melee Touch +20 Ranged Touch +21
1st—*veil of heaven*^{ARG} (DC 14)

Situational Modifiers

Still Mind: +2 vs. enchantment spells and effects

Background

Before the revolution, Alyosha joined the Chudov monastery in the Kremlin, where he used skills learned from his father to build a small brewery and distillery. Rather than concentrating on ecclesiastical wines, he primarily produced kvass, because it is a less strong drink that the peasants and children love and can easily afford. His was deemed the best kvass in the region, though that was mostly because brewers of reknown generally brewed more expensive vodka.

Though he is sympathetic to the aims of the revolution, he does not like the scapegoating of the Kulaks or the former Tsarist ministers and more outspoken priests, and has been actively involved in helping funnel them out of the country.

Alyosha knows that he should escape soon, before the Bolsheviks turn on him. But he wants to be part of something larger, and hopes to find a goal or mission that he can believe in.

Languages

Draconic
Russian

Combat Reflexes (6 AoO/round)

Feat

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.

Greater Grapple

Feat

Maintaining a grapple is second nature to you.

Prerequisites: Improved Grapple, Improved Unarmed Strike, base attack bonus +6, Dex 13.

Benefit: You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

Normal: Maintaining a grapple is a standard action.

Improved Grapple

Feat

You are skilled at grappling opponents.

Prerequisite: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Normal: You provoke an attack of opportunity when performing a grapple combat maneuver.

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Unarmed Strike

Feat

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – 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.

Ki Stand

Feat

If an opponent knocks you down, you swiftly rebound with an attack.

Prerequisite: *Ki* pool.

Benefit: While you have at least 1 *ki* point in your *ki* pool, you can stand up as a swift action that provokes attacks of opportunity.

You may spend 1 point of your *ki* pool to stand up as a swift action without provoking attacks of opportunity.

Appears In : Ultimate Magic

Lunge

Feat

You can strike foes that would normally be out of reach.

Prerequisites: Base attack bonus +6.

Benefit: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Panther Style (1/round)

Feat

You can strike back at enemies who attack you when you move.

Prerequisites: Wis 13, Combat Reflexes, Improved Unarmed Strike.

Benefit: While using this style, when an opponent makes an attack of opportunity against you for moving through a threatened square, you can spend a swift action to make a retaliatory unarmed strike attack against that opponent. Your attack is resolved after the triggering attack of opportunity.

Appears In : Ultimate Combat

Pinning Knockout

Feat

An opponent you have pinned is easy for you to knock out.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent nonlethal damage using an unarmed strike or a light or one-handed weapon, double your damage result. Any creature that is immune to critical hits is immune to the effects of this feat.

Appears In : Ultimate Combat

Power Attack -5/+10

Feat

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.

Radiant Charge Feat

When you charge, you do so with the power of faith.

Prerequisite: Lay on hands class feature.

Benefit: When you hit with a charge attack, you can expend all of your remaining uses of lay on hands to deal extra damage equal to 1d6 per use of lay on hands expended + your Charisma bonus. This damage comes from holy power and is not subject to damage reduction, energy immunities, or energy resistances.

Appears In : Ultimate Magic

Rapid Grappler Feat

You are a quick hand at grappling.

Prerequisites: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +9 or monk level 9th.

Benefit: Whenever you use Greater Grapple to successfully maintain a grapple as a move action, you can then spend a swift action to make a grapple combat maneuver check.

Appears In : Ultimate Combat

Stunning Fist (6/day, DC 23) Feat

You know just where to strike to temporarily stun a foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Weapon Focus (Unarmed strike) Feat

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.

Northern Ancestry Trait

One of your parents came from the North, and the tales of the frozen lands at the top of the world that you grew up listening to excited your imagination. Or maybe one of your ancestors had the blood of some frost-rimed creature. You feel most alive during the chill of winter, and as a child, you spent hours playing in the snow. You rarely feel the cold, and you've always had a restless longing to travel north. You gain a +1 trait bonus on Fortitude saves, as well as cold resistance 2; this resistance does not stack with cold resistance gained from any other source.

Appears In : People of the North, Reign of Winter

Reactionary Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Damage Reduction (5/-) Unknown

You have Damage Reduction against all attacks.

Energy Resistance, Cold (2) Unknown

You have the specified Energy Resistance against Cold attacks.

Immunity to Disease Unknown

You are immune to diseases.

Immunity to Fear (Ex) Unknown

You are immune to all fear effects.

Paladin Channel Positive Energy 2d6 (2/da) Class Ability (Paladin)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

AC Bonus +8

Class Ability (Monk)

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Aura of Courage +4 (10' radius) (Su)

Class Ability (Paladin)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Good (Ex)

Class Ability (Paladin)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Detect Chaos (At will) (Sp)

Class Ability (Champion of Irori)

This ability functions like a paladin's *detect evil* ability, but detects chaos instead of evil.

Detect Evil (At will) (Sp)

Class Ability (Paladin)

At will, a paladin can use *detect evil*, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not *detect evil* in any other object or individual within range.

Evasion (Ex)

Class Ability (Monk)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

Fast Movement (+10')

Class Ability (Monk)

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1 round.

Flurry of Blows +15/+15/+10/+5/+0 (Ex)

Class Ability (Monk)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

Greater Sweeping Smite (Ex)

Class Ability (Champion of Irori)

At 3rd level, as a standard action, a champion of Irori can make a single unarmed strike while using his smite evil or smite chaos ability. If the attack hits, he can make another attack at the same bonus against an evil or chaotic creature adjacent to the first and also within reach. He gains the benefits of smite chaos or smite evil (whichever he was already using), except for additional damage for the first attack, against that creature until the beginning of his next turn. This does not require an additional daily use of smite evil or smite chaos.

At 6th level, a champion of Irori can use this ability to attack any number of opponents, as long as each is within his threatened area and adjacent to the previous target. This ability functions similarly to the Cleave and Great Cleave feats, but does not stack with them and does not result in an AC penalty.

Ki Pool (Su)

Class Ability (Champion of Irori)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

A monk gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

For a Ninja, the Ki Pool is based on Charisma, rather than Wisdom.

Lay on Hands (12d6, 5/day) (Su) Class Ability (Paladin)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Maneuver Training (Ex) Class Ability (Monk)

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

Mercy (Fatigued) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also removes the fatigued condition.

One Finger (Su) Class Ability (Champion of Irori)

At 8th level, as a standard action, a champion of Irori can resolve a single unarmed attack as a melee touch attack.

Perfect Opening (Ex) Class Ability (Champion of Irori)

At 7th level, once per round a champion of Irori can make an attack of opportunity against an enemy he threatens when that enemy confirms a critical hit against the champion or an ally. The champion of Irori can make this attack of opportunity even if he would be killed or incapacitated by the critical hit, resolving the attack after the critical hit deals damage but before he falls unconscious or dies. If the champion of Irori's attack of opportunity hits, it is automatically a critical threat.

Perfect Strike (Su) Class Ability (Champion of Irori)

At 9th level, a champion of Irori can expend 1 point from his *ki* pool as a swift action to perfect the next unarmed attack he makes before the end of his turn. Attack and damage rolls are rolled twice and the champion of Irori selects which result to use.

Shield the Weak (5 allies) Class Ability (Champion of Irori)

At 5th level, as an immediate action once per round, a champion of Irori can shield a number of adjacent allies equal to his Wisdom modifier from a burst, cone, line, or spread effect that allows a Reflex saving throw and which he and his allies are all affected by. The champion of Irori must forgo his own saving throw, but adjacent allies gain improved cover against the effect, providing a +4 bonus on Reflex saves and improved evasion against the effect.

Skill Mastery (Acrobatics Diplomacy Perci Class Ability (Champion of Irori)

At 6th level, a champion of Irori becomes well practiced in a certain number of his skills. This ability functions exactly like the skill mastery advanced rogue talent.

Skill Mastery: The rogue becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Smite Chaos (Su) Class Ability (Champion of Irori)

At 1st level, a champion of Irori gains an additional use of his paladin's smite evil ability. In addition, he can choose to use his smite evil ability to smite chaos instead, affecting chaotic-aligned creatures and dealing 2 points of damage per class level on the first successful attack against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey. Levels in this class stack with paladin levels for the purpose of determining how much damage a paladin of Irori deals to targets of his smite. A champion of Irori cannot have both a smite evil and smite chaos effect active at the same time; using one while the other is active immediately ends the older effect. At 8th level, a champion of Irori gains an additional use of his smite evil ability.

Smite Evil (4/day) (Su) Class Ability (Paladin)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

Note: Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

Stunning Fist (Stun, Fatigue, Sicken, Stagge Class Ability (Monk)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Unarmed Strike (2d6) Class Ability (Monk)

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.

Valiant Stand +5 (Su) Class Ability (Champion of Irori)

At 4th level, a champion of Irori gains a sacred bonus on attack rolls and to AC equal to 1/2 his class level when adjacent to more than one opponent. He does not gain this bonus if he is also adjacent to an ally.

Whirlwind Smite (Ex) Class Ability (Champion of Irori)

At 10th level, as a full-round action, a champion of Irori can make one unarmed strike against every creature he threatens, as if he possessed the Whirlwind Attack feat (though he can use it only with unarmed strikes). He can also trigger either his smite evil or smite chaos ability while doing so, gaining its benefits against every creature he attacks for a number of rounds equal to his Wisdom bonus.

Axiomatic (axiomatic ghost touch holy amulet of n Weapon Power

An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Construction

Requirements: Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; **Cost** +2 Bonus

Ghost touch (axiomatic ghost touch holy amulet c Weapon Power

A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with *ghost touch* weapons. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a *ghost touch* weapon counts as both corporeal or incorporeal. This special ability can only be placed on melee weapons and ammunition.

Construction

Requirements: Craft Magic Arms and Armor, *plane shift*; **Cost** +1 Bonus

Seeking (+1 seeking rifle, mosin-nagant m1891) Weapon Power

This special ability can only be placed on ranged weapons. A *seeking* weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.

Construction

Requirements: Craft Magic Arms and Armor, *true seeing*; **Cost** +1 Bonus

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 bestow weapon proficiency (48 charges) Wand

Bestow Weapon Proficiency

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

Wand of cure light wounds (31 charges) Wand

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 cure moderate wounds (44 charges) Wand

Cure Moderate Wounds

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

axiomatic ghost touch holy amulet of mighl Wondrous Item (Neck)

Axiomatic

An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Construction

Requirements: Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; **Cost** +2 Bonus

Ghost touch

A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with *ghost touch* weapons. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a *ghost touch* weapon counts as both corporeal or incorporeal. This special ability can only be placed on melee weapons and ammunition.

Construction

Requirements: Craft Magic Arms and Armor, *plane shift*; **Cost** +1 Bonus

Holy

A *holy* weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

Construction

Requirements: Craft Magic Arms and Armor, *holy smite*, creator must be good; **Cost** +2 Bonus

Belt of physical perfection +4 Wondrous Item (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 +4. 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** 32,000 gp

Carpet of flying I Wondrous Item

This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it - if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size - Capacity - Speed
5 ft. by 5 ft. - 200 lb. - 40 ft.

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. A *carpet of flying* can hover without making a Fly skill check and gives a +5 bonus to other Fly checks.

Construction

Requirements Craft Wondrous Item, *overland flight*; **Cost** 10,000 gp

Cloak of resistance +2 Wondrous Item (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 +2 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** 2,000 gp

Headband of mental superiority +2 (KnowlWondrous Item (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

Pearl of power (1st level, 1/day) Wondrous Item

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction

Requirements: Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

Veil of Heaven**Paladin 1****Racial Spell for Aasimar**

School: Abjuration (Good)

Components: V, S, DF

Casting Time : 1 action

Range: Personal or 5 ft.; see text

Target: You or all creatures within 5 ft.; see text

Duration: 10 minutes/level

Save: DC 14 Will half

Resistance: None

You surround yourself with a veil of positive energy, making it harder for evil outsiders to harm you. For the duration of this spell, you gain a +2 sacred bonus to AC and on saves. Both of these bonuses apply only against attacks or effects created by outsiders with the evil subtype. You can dismiss this spell as a swift action to deal 1d8 points of damage + 1 point per paladin level to all such outsiders within 5 feet. A Will save halves this damage.

Appears In : Advanced Race Guide