

[spoiler=Bufs]

Permanent

- 2: Alteration (huge, +2 dodge, +4 init)

10 Hours

- 4: Divination - Sense (Battlefield Sense, Foreshadow, Prescience, Tremorsense)
- 7: Protection - Aegis (Deflection, Obstruction, 5x Energy Resist)
- 1: Light - Lens (Obscure)

100 Minute

- 4: Enhance (STR, CON, WIS, speed)

10 Minute

- 1: Time (After Images)

Constant

- **Commit effort:** attacks deal max damage
- [/spoiler]

[spoiler=Advancement choices]

Feats (10, 1/level)

Bonus (Stone) Improved Trip, Greater Trip

- 1: Extra Combat Talent (spheres)
- 2: Extra Combat Talent (spheres)
- 3: Extra Combat Talent (spheres)
- 4: Extra Combat Talent (spheres)
- 5: Craft Magic Arms and Armor
- 6: Vital Strike
- 7: Extra Combat Talent (spheres)
- 8: Great focus
- 9: Muscular Reflexes
- 10: Vicious stomp

Sentinel bonus: Guardian sphere (challenge package)

Battlesmith bonus: Longhammer proficiency, Polearm Mastery, Iron Wall, Lancer (clumsy stabber: no impale; Whirlwind knockdown)

- 1: Berserker sphere
- 2: Reaper's momentum
- 3: Endure pain
- 4: Cold iron call
- 5: Defend other

- 6: Guardian's focus
- 7: Brute sphere
- 8: Swift Guardian
- 9: Expanded guardian (patrol package)
- 10: Punishment
- 11: Heavy swing (exertion)
- 12: Shield sphere
- 13: Redirecting Shield
- 14: Mass Challenge
- 15: Steel hedge (zone)

Eldritch Godline Talents (2 +10 CL)

- 1: Alteration sphere
- Drawback: Lycanthropic - self only
- Bonus: Elemental transformation (earthglide, fly, resistances)
- 2: size change (tiny to huge)
- 3: Agile Transformation

- 4: Light sphere
- Drawback: lens focus
- Bonus: Obscure

- 5: Divination sphere
- Drawbacks: Limited (sense only), Hidden Magic
- Bonus: Prescience - +3 insight to hit, cmb
- Bonus: Foreshadow +2 dodge to AC, +3 to reflex, init
- 6: Battlefield Sense - can't be flanked, except by rogue @ L+4

- 7: Life sphere
- Drawbacks: Glorious, Limited Restoration (no restore), Regenerate (self only)
- Bonus: Taste of Victory, Restore Health, Restore Soul, Greater Healing x3

- 8: Protection Sphere
- Drawbacks: Limited Protection [no ward], Protected Soul (self only)
- Bonus: Obstruction DR 5/-
- Bonus: Energy resistance
- 9: Reflection (succor)

- 10: Time Sphere
- Drawbacks: Personal Time, Altered Time
- Bonus: After Images
- Bonus: Retry

11: Enhancement Sphere

Drawbacks: Personal Magics, Consciousness Linked, Delinquent

Bonus: Deep enhancement (100 min / SP)

Bonus: Mental Enhancement

Bonus: Physical Enhancement

12: Alteration (advanced): Permanent Transformation

[/spoiler]

[b]Ilanthe, Maker of Wonders, Forgedaughter, the Defending Hammer[/b]

Female half-giant sphere eldritch godling 10 | sentinel 10 - champion 5

CG Medium humanoid (giant)

[b]Init [/b]+23; [b]Senses [/b]blindsense 90', darkvision 60', tremorsense 30', low-light vision, Perception +24 (reduce concealment by 20%, best of 3 rolls to overcome concealment)

[b]Defense[/b]

[b]AC [/b>45, touch 27, flat-footed 31

[b]hp [/b>207 (1d12(max*2)+9d12(max)+50+25), +20 when CON enhanced

[b]Fort [/b>+23, [b]Ref [/b>+22, [b]Will [/b>+24

[b]Defensive Abilities [/b>hard to kill, stalwart, mythic saving throws

[b]DR[/b> 8/—; [b]Resist[/b> acid 20, cold 20, electricity 20, fire 20, sonic 20; [b]SR[/b> 20 (only vs attempts to dispel buffs she cast on self)

[b]Offense[/b]

[b]Speed [/b>90 ft. (1 MP: +50' for 1 hour)

[b]Melee [/b>

. . [ooc]Med[/ooc][i](L)"Glory", +3 mythic bane Legendary adamantine longhammer[/i] +24/+19 (3d6+13/×3)

. . [ooc]Huge[/ooc][i>(G)"Glory", +3 mythic bane Legendary adamantine longhammer[/i] +28/+23 (6d6+17/×3)

. . [ooc]Huge[/ooc][i>Unarmed[/i] +25/+20 (2d6+14/×2)

[b]Space[/b> 15 ft.; [b]Reach[/b> 15 ft. (30 ft. with "Glory", +25 ft. with Patrol)

[b]Special Attacks [/b>mythic power (13/day, surge +1d8), powerful build

[b]Statistics[/b]

[b]Str [/b>34 (38 enh), [b]Dex [/b>9, [b]Con [/b>20 (24 enh), [b]Int [/b>15, [b]Wis [/b>19 (23 enh), [b]Cha [/b>14

[b]Base Atk [/b]+10; [b]CMB [/b]+35 (+5 to trip; +1 to bullrush, overrun); [b]CMD [/b]28 (+4 vs trip; add'l +4 vs trip & bullrush when standing on ground);

[b]Feats [/b]Blind-fight, Craft Magic Arms & Armor, Extra Combat Talent (x5), Improved Trip, Great Focus, Greater Trip, Muscular Reflexes, Vicious Stomp, Vital Strike

[b]Mythic Feats [/b]Mythic Combat Patrol, Mythic Vicious Stomp, Extra Path Ability

[b]Associated Feats [/b]Combat Patrol (Guardian: Patrol), Unarmed Strike (Brute), Cleaving Finish (Berserker: Reaper's Momentum)

[b]Traits [/b]bred for war, Healing Reserve

[b]Skills [/b] (points; 60 Sentinel, 20 INT; +20 background)

Acrobatics +30 (+24 racial to jump) (10 ranks, 14 STR, 6 enh),

Climb +23 (6 ranks, 3 class, 14 STR),

Craft (armor) +15 (8 ranks, 3 class, 2 int, 2 competence (tool)),

Craft (bow) +10 (3 ranks, 3 class, 2 int, 2 competence (tool)),

Craft (weapons) +15 (8 ranks, 3 class, 2 int, 2 competence (tool)),

Craft (sculpture) +8 (1 rank, 3 class, 2 int, 2 competence (tool)),

Diplomacy +22 (5 ranks, 3 class, 14 STR),

Intimidate +28 (10 ranks, 3 class, 14 STR, 1 trait),

Perception +28 (10 ranks, 3 class, 6 WIS, 5 competence (eyes of the eagle), 4 alertness),

Sense Motive +21 (10 ranks, 3 class, 6 WIS, 4 alertness),

Survival +11 (4 ranks, 6 WIS, 1 competence (ioun)),

Swim +22 (5 ranks, 3 class, 14 STR)

[b]Languages [/b]Common

[b][url=<https://docs.google.com/spreadsheets/d/1AojT8mkvAqQ5wE617wVfkW5-bbFmqYyTc2j8PK7edLQ/edit#gid=0>]Gear[/url]][/b]

[b]Tracked Resources[/b]

Amazing Initiative (1/round) (Ex) - 1/1

Glory: Legendary Power (6/day) - 6/6

Godsworn Effort - 2/2

Martial Focus - 2/2

Mythic Power (13/day, Surge +1d8) - 12/13

Restorative Touch (7/day) (Su) - 15/15

Retribution (15/day) - 15/15

Sentinel's Reserve (9/day) - 9/9

Spell Points (32/day) - 21/32 * 11 spent at start of day

[b]Special Abilities:[/b]

[b]Mythic Champion - Tier 5[/b] +4 STR, +25 HP

[b]Aerial Assault (+50 ft) (Su)[/b] When charge use 1 power, add +10'/tier to jump distance & +1d6 weapon dam/10 ft of height, or grapple and pull foe down.

[b]Amazing Initiative (1/round) (Ex)[/b] As a free action, use 1 power to gain an extra standard action (can't be used to cast a spell).

[b]Armor Master (Ex) [/b]You don't take an armor check penalty or incur a arcane spell failure chance when wearing light armor or using a shield (including a tower shield). In addition, the maximum Dexterity bonus of light armor doesn't apply to you.

[b]Fleet Charge (Ex)[/b] As a swift action, use 1 power to move speed & attack (+5 bonus, bypass all DR).

[b]Hard to Kill (Ex) dies at -59 (-71 when enhanced)[/b] Automatically stabilize when dying, and only die at neg Wisdom + Constitution x2.

[b]Impossible Speed (+30 feet) (Ex)[/b] Spend 1 power to increase speed by another 10 ft/tier for 1 hour.

[b]Mythic Saving Throws (Ex)[/b] A successful save negates all effects from a non-mythic source.

[b]Recuperation (Ex)[/b] Fully heal after 8 hrs rest, use 1 power and 1 hr to heal half and restore all non-mythic abilities.

[b]Surge (1d8) (Su)[/b] Use 1 power to increase any d20 roll by the listed amount.

[b]Legendary Longhammer (2): "Glory, Maker of Wonders"[/b]

. . [b]Foe-Biting[/b] When this item deals damage, its user can use mythic power to double the total amount of damage it deals. If the attack is a normal attack, the bearer can expend one use

. . [b]Legendary Surge (+1d6 to Attack Rolls, Combat Maneuver Checks)[/b]

. . [b]Legendary Power (6/day)[/b] All legendary items contain a pool of power - at least two uses that recharge each day. This power is called legendary power, and it works differently than mythic power. Any creature bearing the item can expend the items uses of legendary power, whet

of legendary power to double the total amount of damage. If the attack is a conf

. . [b]Rejuvenating (50 hp)[/b] The bearer of this item can expend uses of legendary power to rejuvenate her body. As a standard action, she can expend one use of legendary power to heal herself of 10 points of damage per mythic tier she possesses. Alternatively, as a standard acti

. . [b]Unyielding (40 hardness, 250 HP)[/b] Item has double the [hardness](#) of a typical item of its type and triple the [hit points](#). Furthermore, it's immune to all attempts to [sunder](#) it made by non-mythic creatures. Hardness (20 adamantine x2 unyielding) HP ((10 2h x4 size)=40 x1½ (adamantine)=53 +30 enhancement bonus)=83 x3 unyielding = 250

Eldritch Godling

[b]Sphere Eldritch Godling (32 spell points)[/b] Casting attribute: STR, SP: 32 (10 CL +12 STR +10 drawbacks)

[b]Casting (CL 10, MSB +10, MSD 21, Concentration +24)[/b] Casting defensively 1d20+24 (MSB +STR) vs DC 25 (15+CL)

. . [b]Extended Casting[/b] Sphere effects increase their casting time by 1 step

. . [b]Focus Casting (DC 25)[/b] You must make a concentration check to use magic without your focus item

. . [b]Magical Signs[/b] Your use of magic is obvious to all observers (clanging sound as she pounds an ethereal anvil

. . [b]Verbal Casting[/b] You must be able to speak aloud to use magic

[b]Dispel Resistance (SR 20 vs effects being dispelled)[/b]The godling is considered to have special [spell resistance](#) that applies only against dispel and antimagic effects. The value of the SR is 10 + the godling's level. This special SR applies only to antimagic and dispel affects, though it applies to such effects even if they normally ignore SR.

[b]Concentration [/b]An eldritch godling does not need to make [concentration](#) checks to cast her spells, even if she suffers damage, distraction, violent motion, or is [grappled](#). An eldritch godling does still need a free hand to cast spells with somatic [components](#), so a [pinned](#) godling may not be able to cast such spells because her hands are also [pinned](#).

[b]Ascendancies (1 major , 3 minor)[/b]

. . [b]Major: By Will Alone (Su)[/b] Once per day, the godling can cast a spell without fulfilling any of its [components](#). The spell requires no somatic, verbal, or material [components](#). Even spells with expensive foci or material [components](#) can be cast without such materials by using this ability. The godling may select this ascendancy more than once. Each time it is selected, the godling may cast a spell with no [components](#) one additional time per day.

. . [b]Minor: Talent for Mysticism (Su)[/b] granting:

. . . . [b]Retribution (Su)[/b] When you are hit by a melee attack, you may make a melee attack at your full [attack bonus](#) against the attacker. Alternatively, you may cast a [touch](#) or ranged [touch](#) spell with a [casting time](#) of 1 [standard action](#) or less at the attacker. Using this ability counts against your [attacks of opportunity](#) for the round, and you cannot use it if some condition or circumstance prevents you from making [attacks of opportunity](#). You may use this ability a number of times per day equal to 3 + your highest ability modifier.

. . [b]Minor: Talent for Mysticism (Su)[/b] granting:

. . . . [b]Force of Brawn (Su)[/b] Your deific heritage manifests in the form of amazing physical might, which allows you to accomplish things through sheer power of sinew rather than mental acuity or [natural](#) talent. This brawn also powers a barrier of divine defense which helps protect you from harm. You may add your [Str](#) mod, rather than any other ability scores, to your saving throws. (Replace your [Con](#) mod with your [Str](#) mod for

[Fort](#) saves, your [Dex](#) mod with your [Str](#) mod for [Ref](#) saves, and your [Wis](#) mod with your [Str](#) mod for [Will](#) saves).

You may also use your [Strength](#) modifier rather than the normal ability modifier for three [Dex](#)– or [Cha](#)-based skills of your choice. Once these skills have been selected, the choice cannot be changed. (Acrobatics, Diplomacy, Intimidate)

. . [B]Minor: *Lineage Domain*[/b] Additional domain: Vermin

[b]Lineage Domain: Vermin[/b]

[b]*Familiar (protector archetype): Sir Stingsalot*[/b] You gain a [greensting scorpion familiar](#) .

[b]*Tremorsense* (Ex) - 30 ft.[/b] At 6th level, you gain [tremorsense](#) 30 feet. At 12th level, you gain [tremorsense](#) 60 feet.

[b]Lineage Domain: Healing (Restoration)[/b] grants +3 Life talents

[b]Healer's Blessing (Su)[/b] Your cure spells are empowered for free.

[b]Restorative Touch (15/day) (Su)[/b] Remove the dazed, fatigued, shaken, sickened, or staggered conditions by touch.

[b]Divinity Traits (11 pts, 6 class + 5 FCB, 1 unspent)[/b]

[b]1: *Preternatural Senses I (Su)*:[/b] When making an attack against a foe within 30 feet, every time the godling misses due to [concealment](#), he can reroll his miss chance percentile roll once. (If the godling has [Blind-Fight](#) or a similar ability that allows him to reroll an attack that misses as a result of [concealment](#), that re-roll is in addition to the one provided by preternatural senses).

[b]2: *Preternatural Senses II (Su)*:[/b] The godling gains [blindsense](#) with a range of 30 feet. If the godling has [darkvision](#), it now gives him full-color vision even in the absence of light. When attacking creatures with [concealment](#), the percent chance to miss with an [attack roll](#) is reduced by 20% – making it 30% for creatures with total [concealment](#), and 0% for creatures with normal [concealment](#). If the godling has the [Greater Blind-Fight](#) feat, his percent chance to miss creatures with total [concealment](#) drops to 0%.

[b]3: *Preternatural Senses III (Su)*:[/b] The godling's [blindsense](#) now extends 90 feet. If the godling doesn't have [darkvision](#), he gains with a range of 60 feet (with the color vision benefits of Preternatural Senses II). If the godling already has [darkvision](#), he gains the [See in Darkness](#) ability out to 30 feet, giving him full vision even in total, magical [darkness](#).

[b]1: *Divine Portfolio I: Nature's Whispers (Ex):*[/b] You have become so attuned to the whispers of the natural world, from the croaking of frogs to the groaning of great boulders, that your surroundings constantly keep you preternaturally aware of danger. You may add your [Charisma](#) modifier, instead of your [Dexterity](#) modifier, to your [Armor Class](#) and CMD. Any condition that would cause you to lose your [Dexterity](#) modifier to your [Armor Class](#) instead causes you to lose your [Charisma](#) modifier to your [Armor Class](#).

[b]2: *Divine Portfolio I: Mystery(Stone) Stone Stability (Ex):*[/b] You receive a +4 bonus to your [Combat Maneuver Defense](#) when resisting a [bull rush](#) or [trip](#) attempt while standing on the ground. At 5th level, you gain [Improved Trip](#) as a bonus feat. At 10th level, you gain [Greater Trip](#) as a bonus feat. You do not need to meet the prerequisites to gain these feats.

[b]1: *Mystic Inheritance I: **Prescience (Su):***[/b] *At the beginning of your turn, you may, as a [free action](#), roll a single d20. At any point before your next turn, you may use the result of this roll as the result of any d20 roll you are required to make. If you do not use the d20 result before your next turn, it is lost. You can use this ability a number of times per day equal to 3 + your [Intelligence](#) modifier.*

[b]Spheres & Talents[/b]

[b]Alteration: Agile Transformation[/b] Additional traits: +2 dodge to AC, evasion, +4 competence to initiative, uncanny dodge

[b]Alteration: Elemental Transformation[/b] You can give your shapeshift target the elemental form

[b]Alteration: Shapeshifting (4 traits, DC 19)[/b] You can bestow the Blank Form

[b]Alteration: Size Change (+/- 3 size cat.)[/b] You can change the size of your shapeshift target

[b]Alteration Drawbacks[/b]

. . [b]Lycanthropic[/b] You can only target yourself with your shapeshift ability

[b]Divination: Battlefield Sense[/b] You can't be flanked except by rogues 4 levels higher than you

[b]Divination: Foreshadow +2 AC/+3 Init, Ref[/b]

[b]Divination: Prescience +3 to hit, CMB[/b]

[b]Divination drawbacks[/b]

. . [b]Limited Divination (Divine banned)[/b] You lose access to divine

. . [b]Hidden Magic[/b] You cannot detect magic or decipher magical text

[b]Enhancement: Deep Enhancement[/b] Your enhancements last 10 minutes / level

[b]Enhancement: Increase Speed[/b] 1 SP: +30' run, +6 Acro for 100 min

[b]Enhancement: Mental Enhancement +4 (DC 19)[/b] Give a creature an enhancement bonus to one mental attribute

[b]Enhancement: Physical Enhancement +4 (DC 19)[/b] Give a creature an enhancement bonus to one physical attribute

[b]Enhancement drawbacks[/b]

.. [b]Consciousness linked[/b] If you fall asleep, are stunned, or fall unconscious, all of your enhancements immediately end.

.. [b]Delinquent[/b] You cannot concentrate on abilities from the Enhancement sphere. In other words, you must spend a spell point or have them end after one round (unless this is otherwise extended by abilities such as the Lingering Enhancement talent).

.. [b]Personal Magics[/b] You cannot enhance other creatures or their equipment

[b]Life: Cure 3d8+40 (DC 19)[/b] Heal a target

.. [b]Life: Greater Healing (3)[/b] Your cure heals 1 additional HP per caster level

.. [b]Life: Restore Health[/b] Cure heals +1d8 HP, and restore can remove poison or disease

.. [b]Life: Restore Soul[/b] Cure heals +1d8 HP, and restore cures ability drain and negative levels

[b]Life: Invigorate (Up to 10 temp HP)[/b] Grant up to 10 temporary HP to an injured target

[b]Life: Taste of Victory (move +2 SP: cure)[/b] Whenever you successfully hit a creature with at least half as many Hit Dice as your character level with an attack that requires an attack roll, you may spend an additional spell point to use a Life sphere ability as a swift action on any willing creature within range. If the attack was a critical hit, knocked the target creature unconscious, or reduced the enemy to 0 or fewer hit points, you may use the Life sphere ability without spending the additional spell point required to use this talent.

[b]Life Drawbacks[/b]

.. [b]Glorious[/b] Can only use Life abilities when Taste of Victory is triggered

.. [b]Limited Restoration (no restore)[/b] You lose access to restore

.. [b]Regenerate[/b] self only

[b]Light: Obscure (2/round)[/b] When attacked, but before the attack is rolled, you can choose to have the attacker roll twice and take the lower result. Opponents that rely solely on non-visual senses (such as blindsight) or that cannot see the target ignore this penalty.

[b]Light drawbacks[/b]

.. [b]Lens focus[/b] only gets lens talents, not glow

[b]Protected Soul[/b] You cannot target other creatures with your aegis, only yourself.

[b]Protection: Deflection +3[/b] You can put an aegis on a creature to grant it a deflection bonus to AC

[b]Protection: Energy Resistance 20[/b] Create a ward or aegis that resists energy damage

[b]Protection: Obstruction (DR 5/-)[/b] You can put an aegis on a target that grants them DR/-

[b]Protection: Reflection (succor)[/b] When targeted by a spell or sphere ability that targets only you, you can sac an aegis to attempt to counter & redirect the effect to the caster (as though they were the original target).

[b]Protection drawbacks[/b]

.. [b]Protected Soul[/b] Self only

.. [b]Limited Protection (Ward banned)[/b] You lose access to either ward or aegis

[b]Time: After Images (35% blur miss chance, 1 min/level)[/b] You appear to bleed through time. This grants the target concealment (20% miss chance) against attacks, +5% per 3 caster levels to a maximum of 50%. Opponents that cannot see the subject ignore this penalty, although fighting an unseen opponent carries penalties of its own. This effect lasts as long as you concentrate, although you may spend a spell point as a free action to allow this effect to remain for 1 minute per caster level without concentration.

[b]Time: Retry[/b] Move+2 SP: redo turn. The target is returned to where their turn began, and any skill checks, attack rolls, movement, attacks of opportunity, etc. that occurred during their turn become as if they never happened. The target may perform the same actions again (remaking any rolls required by such actions), or they may choose completely different actions. If you choose to redo your own turn in this manner, you do not recover the action or spell points spent using this ability.

[b]Time drawbacks[/b]

.. [b]Personal time[/b] self only

.. [b]Altered time[/b] You cannot use the haste and slow alter time abilities.

[b]Familiar Bonus: +4 to Initiative checks[/b] You gain the Alertness feat while your familiar is within arm's reach.

[b]Empathic Link with Familiar (Su)[/b] You have an empathic link with your Arcane Familiar.

[b]Scry on Familiar (1/day) (Sp)[/b] You can scry on your familiar, as the spell.

[b]Share Spells with Familiar[/b] Can cast spells with a target of "You" on the familiar with a range of touch.

[b]Speak with Animals (Ex)[/b] Your familiar can communicate with animals similar to itself.

[b]Speak with Familiar (Ex)[/b] You can communicate verbally with your familiar.

Sentinel

[b]Challenge (+2 for foe to hit me / -4 to hit others, +3 for me to hit/dam them; 8 round duration) (Ex)[/b]

Move (or swift+MF): challenge 7 creatures. OR swift (or free+MF): challenge 1 creature.

A creature must be able to perceive your challenge to be affected by it. The creature takes a -2 penalty on attack rolls that do not include you as a target and a +2 bonus on attack rolls targeting only you. Creatures receiving this effect are aware of it, though do not gain insight to its duration. This penalty (but not bonus) increases by 1 for every 4 points of base attack bonus you possess. The challenge lasts for a number of rounds equal to 3 + 1/2 your base attack bonus. When you issue a new challenge, any previous challenge you have active ends. Multiple challenges do not stack; if a creature is affected by challenges from more than one creature, they suffer no penalty against the source of any challenge against them and likewise gain the bonus against the sources of all of the challenges. Creatures with no Intelligence score (Intelligence score of (-)) cannot be targeted by your challenge.

. . [b]Guardian Challenge[/b] For the duration of the challenge she gains a +1 bonus to attack and damage rolls against a challenged creature. At 5th level and every four levels thereafter, these bonuses increase by +1

[b]Patrol (+25ft) (Ex)[/b] full OR move+MF: until start of my next turn, +(5' +5'/4 lvs) to threatened area. You may make attacks of opportunity against any creature in this threatened area that provokes one. You may move to bring the creature that provokes the attack of opportunity within your reach as part of these attacks, provided your total movement before your next turn does not exceed your base speed. Any movement you make provokes attacks of opportunity as normal. **Associated Feat:** Combat Patrol. Talents with the (zone) tag grant additional effects to this ability. Each patrol may only benefit from one (zone) talent.

. . [b]Combat Patrol (Mythic) [/b]Your threatened area when using this feat is increased by 5 feet, **increased to 10 feet** at 5th tier and 15 feet at 10th tier. In addition, **your movement when performing a Combat Patrol does not provoke attacks of opportunity from non-mythic creatures.**

. . [b]Steel Hedge (zone) [/b]All hostile creatures treat your threatened area as difficult terrain until the end of your patrol.

[b]Berserking (-2 AC; 13 THP for 1 round) [/b]As a free action at the start of each turn, you may choose to take a -2 penalty to AC in exchange for 3 temporary hit points. The penalty and the temporary hit points end at the start of your next turn. For every point of base attack bonus you have, the granted temporary hit points increase by 1.

[b]Brutal Strike [/b]As a special attack action, you may make a melee attack against a target. Creatures damaged by a brutal strike gain the battered condition until the end of your next turn. You may expend martial focus to have the attack deal additional damage equal to twice your base attack bonus. Each brutal strike may be modified by a single (exertion) talent.

[b]Cold Iron Call [/b]When targeted by a spell or spell-like ability, you may delay the onset of its effects until the end of your next turn as if it were damage. Each effect is treated as if it were an amount of hit point damage equal to its caster level for the purpose of your delayed damage pool. If you do not have enough space remaining in the delayed damage pool, you may not delay the effect.

If you possess the (patrol) package and the Defend Other talent, when an ally within the area of your patrol is the target of a spell or spell-like ability, you may spend an attack of opportunity to move to put that ally within reach (with the normal limits for moving as part of your patrol) and redirect the effect to yourself.

If you possess the (challenge) package, any time a creature under the effects of your challenge casts a spell or uses a spell-like ability that does not include you in its effect, it suffers a -2 penalty to the spell's save DC. This penalty increases by 1 for every 4 points of base attack bonus you possess.

[b]Combat Training [/b]A sentinel may combine combat spheres and talents to create powerful martial techniques. Sentinels are considered Expert practitioners and use Wisdom as their practitioner modifier.

[b]**Combat Style: Battlesmith** [/b] bonus: Longhammer proficiency, Polearm Mastery, Iron Wall, Lancer (clumsy stabber: no impale; Whirlwind knockdown)

[b]**Counter Critical** (Ex) [/b] whenever a critical hit is confirmed against the sentinel, she can expend her martial focus as a free action which can be taken even when it is not her turn to make an opposed attack roll. If the sentinel's attack roll is higher than the confirmation roll for the critical hit, the critical hit instead deals normal damage. A helpless sentinel cannot use this ability.

[b]**Deathless Challenge** (Ex) [/b] as long as the sentinel has an active challenge, whenever her hit points are 0 or lower but she is not dead, she automatically stabilizes and can act as though she was disabled instead of dying. While disabled, she is not staggered, although she still takes 1 damage for making a standard action. The sentinel adds her Wisdom score to her Constitution when determining her death threshold, even while not making a challenge.

[b]**Dedicated Defense** (Ex) - DR 3/- [/b] a sentinel's devotion begins to manifest in a more powerful fashion, granting her DR 1/- (this damage reduction stacks with similar damage reduction, such as that granted by wearing adamantine armor or the barbarian class feature). At 6th level and every four levels afterwards, this damage reduction is increased by 1.

[b]**Defend Other** [/b] When an ally within your threatened area is the target of an attack roll, you may spend an immediate action to grant them a competence bonus to their armor class equal to 1/2 your base attack bonus (rounded down, minimum +1) against that attack. If this attack would still hit, you may choose to take the damage in your ally's place.

If you possess the (patrol) package, when using this talent you may move to put the ally within your reach (with the normal limits for moving as part of your patrol) as part of activating this talent.

[b]**Defender's Determination** (Ex) [/b] whenever a sentinel uses her second wind, she can also ignore the following conditions for 1 minute: blinded, deafened, entangled, fatigued, sickened, shaken, or staggered. Once a specific instance of a condition has been ignored by this ability, it cannot be ignored again for 24 hours, or until she has rested for 8 hours (whichever comes first). She can also spend an additional point of reserve while using her second wind to ignore the normal limitations on how much she can heal with it.

[b]**Endure Pain** [/b] When you receive damage from your delayed damage pool, you take it as nonlethal damage. This nonlethal damage ignores any resistance or immunity to nonlethal damage you may possess.

[b]**Guard Wall** (Ex) [/b] whenever a sentinel ends her turn without moving more than 5 ft., she gains a +2 circumstance bonus to her CMD. At 12th level, this bonus increases to +4.

[b]**Guardian's Focus** [/b] When a creature affected by your challenge is reduced to 0 or fewer hit points or you succeed on a combat maneuver check made on an attack of opportunity while you have a patrol set up, you may regain martial focus as an immediate action. If you possess the Defend Other talent, you may regain focus on your next turn whenever an enemy misses an ally benefiting from that talent with an attack.

[b]**Heavy Swing** (exertion) DC 21 Fort or staggered 3 rounds [/b] Creature damaged by your brutal strike must succeed on a Fortitude save or be staggered for 1 round plus 1 round per 4 base attack bonus. If the target is battered, it is instead staggered for 1 round on a successful save, or dazed for 1 round then staggered as normal on a failed save. If the target failed the

Fortitude save, for the duration of the staggered condition, it also counts the damage from the attack as ongoing damage for the purpose of concentration checks. Creatures immune to the dazed condition are instead staggered for the round they would have been dazed.

[b]Iron Wall - range 50' [/b]If you possess the (challenge) package, any time a creature under the effects of your challenge attacks an ally within Close range of you (25 ft + 5 ft. per 2 base attack bonus), that attack suffers a 20% miss chance.

If you possess the (patrol) package, allies within the area of your patrol, not including yourself, gain a 20% miss chance against melee attacks originating from a creature that you threaten. If an attack would be subject to both miss chances, the miss chance increases to 50%.

[b]Mass Challenge - 7 creatures (move, or MF:swift) [/b]When using your challenge ability, you may increase the required time by one step (move to standard or swift to move if expending martial focus) to issue your challenge to one additional creature, + 1 additional creature per 2 points of base attack bonus you possess (minimum 1).

[b]Opportunistic Offense (Ex) [/b]once per round when the sentinel makes an attack of opportunity, she can treat it as an attack action for the purpose of which talents she can apply to the attack.

[b]Polearm Mastery [/b]When wielding a reach weapon, you may attack targets within your natural reach, but suffer a -2 penalty when doing so. At +10 base attack bonus, you also threaten all squares within your natural reach when wielding a reach weapon, but still suffer a -2 penalty to attacks of opportunity made in this fashion.

[b]Punishment [/b]When you deal damage to a creature while you have damage in your delayed damage pool, you may spend an immediate action to expend your martial focus and deal damage equal to your delayed damage pool to the target creature. If you possess the Cold Iron Call or Durable talents, you may also inflict any effects you are postponing with those abilities. If the effect allowed a save, the target may make a save immediately at the original DC. A successful Fortitude save reduces the amount of damage transferred by half and negates the transfer of any effects.

[b]Reaper's Momentum - 2/round [/b]As long as you have martial focus, whenever you reduce a creature to 0 hit points or fewer with a melee or thrown weapon attack, you may immediately make a bonus attack against another creature with a melee or thrown weapon. If you are capable of drawing a weapon as a free action, you may draw such a weapon as part of making this attack. You may only make one extra attack per round with this talent, increasing by 1 time per round at 7 base attack bonus and 14 base attack bonus.

[b]Sentinel's Imposition (Ex) [/b]whenever a creature that has been challenged by the sentinel makes an attack that does not include the sentinel as a target, they provoke an attack of opportunity from her.

[b]Sentinel's Reserve (Ex) - 9 pts, 1+SWFT:26 THP [/b]Each day, a sentinel gains a number of reserve points equal to 1/2 her sentinel level + her Wisdom modifier (minimum 1). She can spend a reserve point as a swift action to gain an amount of temporary hit points equal to two times her base attack bonus + her Wisdom modifier; these temporary hit points last for 1 minute or until lost, whichever comes first. She regains reserve points after resting for 8 hours, although she may only regain reserve points once every 24 hours.

. . [b]**Second Wind** (Ex) - 1+SWFT:heal 5d6+6 (up to ½ HP); or heal (5d6+6)/2 & regain MF [/b] spend a reserve point as a swift action; if she does so, she heals 1d6 hit points of damage for every two sentinel levels she possesses + her Wisdom modifier; this healing cannot raise a sentinel's hit points beyond 1/2 of their maximum amount. She can reduce this healing by half to also regain her martial focus, but she must decide to do so before rolling to determine how much she would be healed.

[b]**Shield Sphere:Active Defense +4** [/b]If you are using a shield and you are attacked by a creature you are aware of while not flat-footed, you may spend an attack of opportunity to increase your shield bonus to AC against that attack by +2. This decision must be made before the roll is made. For every 4 points of base attack bonus you possess, the increase to your shield bonus provided by this talent increases by 1. Talents with the (deflect) tag grant additional effects to this ability. Each use of active defense may only benefit from one (deflect) talent. You may expend your martial focus to use active defense in place of spending an attack of opportunity.

. . [b]**Redirecting Shield (deflect)** [/b]Whenever a weapon attack (not including siege weapons, or other massive weapons) misses a creature benefiting from your active defense, you may choose a new target for the attack within its original range (for ranged attacks) or reach (for melee attacks) as a free action that can be taken even when it's not your turn, comparing the original attack roll, with a -2 penalty, to the new target's AC and resolving the attack as normal on a successful hit.

[b]**Shove** [/b]As a move action, you may move up to half your speed and make a melee touch attack against a creature. If successful, the target takes bludgeoning damage equal to your Strength modifier (or whichever attribute was used to make the check) and gains the battered condition until the end of your next turn. You may perform a shove in place of the attack granted by a charge, although this does not grant the extra movement. When you successfully perform a bull rush, drag, reposition, or overrun combat maneuver (assuming the target decided to block you and did not simply move out of the way), you may apply the effect of one (manhandle) talent you know to that creature. (Manhandle) talents cannot be applied to maneuvers performed as a free action.

[b]**Stalwart** (Ex) [/b]If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. A helpless sentinel does not gain the benefit of the armored stalwart ability.

[b]**Swift Guardian** [/b]If you possess the (challenge) package, you reduce the required action to use challenge by 1 step (move to swift, swift to free). If you possess the (patrol) package, you may use patrol as a standard action. You may instead expend your martial focus to use patrol as a move action.

[b]**Whirlwind Knockdown** [/b]As an attack action, you can attempt a single trip combat maneuver check against all creatures you threaten, tripping each creature whose CMD you successfully overcome. For each creature you target with this talent, you take a -1 penalty to your combat maneuver check. At +10 base attack bonus, all creatures knocked prone by this talent take damage equal to your base attack bonus.

[b]Wise Reflexes (Ex) [/b]

can use her Wisdom modifier in place of her Dexterity when determining her initiative and Reflex save bonus, although this bonus cannot exceed her class level.

Racial

[b]Juggernaut[/b]

+1 racial bonus to their CMB on Bull Rush, Overrun, and Trip attempts.

[b]Liberty or Death[/b]

+2 racial bonus on saving throws against mind-affecting effects.

[b]Low-Light Vision[/b]

See twice as far as a human in dim light, distinguishing color and detail.

[b]Powerful Build[/b]

Can function as one size larger for weapon size and where advantageous for combat maneuvers or resisting special attacks.

[b]Naturally Psionic[/b]

Half-giants receive Wild Talent as a bonus feat at 1st level. If a half-giant takes levels in a psionic class, he instead gains the Psionic Talent feat.

. . **[b]Wild Talent[/b]**

As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

[b]Godbound[/b]

[b]Word: Hammer[/b]

Effort: 2

The Word of the Hammer is that of melee combat, of direct struggle between the Godbound and their foes. Miracles of the Hammer involve unerring strokes, tremendous blows, or marvelous escapes from harm in battle. While potent, these miracles do not work at range. Heroes with the Hammer Word treat all their weapon or unarmed attacks as magical, cannot be disarmed, and can summon any melee weapon they've ever used immediately to hand as an Instant action

[b]Gifts (3):

[b]Faultless Smithing - action[/b]

You can create any non-magical object a normal man can carry as a round's action, using whatever materials are to hand. It functions and lasts as well as a normal object of its type and usual substance. The hero's crafting efforts for a day count as 100 laborers per character level when an estimate is needed. When fixing objects, Up to a 10 x 10 x 10 foot cube per level worth of objects or constructions can be made like new each round, provided it is not completely destroyed. Every form of rot, decay, damage, and corruption is fixed, even for perishables such as foodstuffs. If repairing magical or enchanted things, Effort is Committed for the scene with each use of the gift.

[b](Greater) Shattering Hand - On Turn[/b]

Commit Effort. Your melee damage rolls and Fray dice are always the maximum possible. You can destroy barriers as thick as five feet of stonework in front of you in one round's action, smashing them with a blow or as part of your movement action. Magical substances may resist this power.

Feats & General

[b]Trait: Bred for War [/b] +1 [trait bonus](#) on [Intimidate](#) checks and a +1 [trait bonus](#) on your [CMB](#) because of your great size. You must be at least 6 feet tall.

[b]Trait: Healing Reserve (Magic) [/b]Once per day, you may spend a free action to gain a temporary spell point, but you lose one hit point. This cost can not be reduced in any way and can not be a temporary hit point. The spell point persists until the start of your next turn, and must be spent on talents and effects related to the Life sphere.

[b]Blind-Fight[/b] Re-roll misses because of concealment, invisible attacker gets no advantages related to hitting you in melee, You do not need to make [Acrobatics](#) skill checks to move at full speed while blinded.

[b]Combat Reflexes [Mythic] [/b] As a swift action, use 1 power for movement AoO vs. foes who already provoked one for moving.

[b]Improved + Greater Trip[/b] +4 to trip, +2 to CMD to avoid trips. Attempting to trip doesn't trigger AoOs. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

[b]Great Focus (Combat) [/b]You may maintain a second martial focus. This martial focus is gained and expended independently from the first.

[b]Muscular Reflexes [/b]You may make a number of additional attacks of opportunity per round equal to your Strength bonus. With this feat, you may also make attacks of opportunity while flat-footed.

[b]Polearm Mastery [/b]When wielding a reach weapon, you may attack targets within your natural reach, but suffer a -2 penalty when doing so. At +10 base attack bonus, you also threaten all squares within your natural reach when wielding a reach weapon, but still suffer a -2 penalty to attacks of opportunity made in this fashion.

[b]Vicious Stomp[/b] Whenever an opponent falls prone adjacent to you, that opponent provokes an attack of opportunity from you. This attack must be an unarmed strike.

.. [b]Vicious Stomp (Mythic) [/b]If you damage a creature with your Vicious Stomp attack **attempts to stand up from prone before the beginning of your next turn, it must use a standard action** to do so (or move action if normally able to stand up as a swift or free action, such as with the stand up rogue talent). In addition, if you are not prone you can expend one use of your mythic power as a swift action to make an unarmed attack against a prone creature you threaten.

[b]Vital Strike[/b] Standard action: x2 weapon damage dice.

[b]Familiar Sir Stingsalot[/b] CR –
Scorpion, Greensting (protector archetype)

N Tiny magical beast (animal)

[b]Init [/b]+3; [b]Senses [/b]darkvision; Perception +14

[b]Defense[/b]

[b]AC [/b>22, touch 15, flat-footed 19 (+3 Dex, +7 natural, +2 size)

[b]hp [/b>65 (1d8-1)

[b]Fort [/b>+7, [b]Ref [/b>+6, [b]Will [/b>+7

[b]Offense[/b]

[b]Speed [/b>30 ft.

[b]Melee [/b>sting +13 (1d2-4 plus poison)

[b]Space [/b>2½ ft.; [b]Reach [/b>0 ft.

[b]Statistics[/b]

[b]Str [/b>3, [b]Dex [/b>16, [b]Con [/b>10, [b]Int [/b>10, [b]Wis [/b>10, [b]Cha [/b>2

[b]Base Atk [/b>+10; [b]CMB [/b>+11; [b]CMD [/b>17

[b]Feats [/b>Bodyguard[APG], Combat Reflexes, In Harm's Way[APG]

[b]Skills [/b> [Climb](#) +13, [Perception](#) +14, [Stealth](#)+15; [b]**Racial Modifiers**[/b] +4 [Climb](#), +4 [Perception](#), +4 [Stealth](#)

[b]Special Abilities[/b]

[b]Bodyguard[/b] Use an AoO to use aid another to improve an ally's AC.

[b]Combat Reflexes (4 AoO/round)[/b] Can make extra attacks of opportunity/rd, and even when flat-footed.

[b]Empathic Link (Su)[/b] You have an empathic link with your master.

[b]In Harm's Way[/b] When you aid another's AC and the attack succeeds, you may take the damage and effects of that attack yourself.

[b]Loyal Bodyguard (Ex)[/b] Can use Bodyguard to protect master, even if not threatening attacker.

[b]Shield Master (Su)[/b] Familiar can take half damage done to you, as shield other

[b]Speak with Master (Ex)[/b] You can communicate verbally with your master.