

[b]Desna Sashelasiel[/b]

[spoiler=----==Statistics===----] Female Human Animal Lord (Narwhal) 3 / Quickling 5 /
Warder (Dervish Defender) 6 // Bloodrager (Metamagic Rager, Primalist)1 / Oracle
(Spirit Guide) 1 / Warder (Dervish Defender) 1 / Monk (Master of Many Styles) 1 /
Warder (Dervish Defender) 3 / Rage Prophet 7 // Eldtrich Goodling 14
NG Medium Outsider (Native, Shapeshifter)

[b]Init[/b] +18; [b]Senses[/b] Perception +33, Blindsight 120 ft, Low-Light Vision

-----[b][i]=-DEFENSE=-[/i]/[b]-----

[b]AC:[/b] 67, [b]Touch:[/b] 57, [b]Flat-Footed:[/b] 46 (+4armor, +10Dex, +6shield, +6NA,
+9Int, +8Wis, +11Con, +9dodge) [-11 vs mind-immune or "blind"]

[b]HP:[/b] 310 {+10d12+2d8+2d10,+14*11Con}

[b]Fort:[/b] +39, {+12Base,+11Con,+5res, +11Con} [-11 vs mind-immune or "blind"]

[b]Reflex:[/b] +32, {+6Base,+10Dex,+5res, +11Con} [-11 vs mind-immune or "blind"]

[b]Will:[/b] +36,{+12Base,+8Wis,+5res, +11Con} [-11 vs mind-immune or "blind"]

[b]CMD[/b] 55 {10+12Base +7Str +10Dex +8Wis, +9dodge}

[b]Fast Healing[/b]: 1

[b]DR:[/b] 10/Silver

-----[b][i]=-OFFENSE=-[/i]/[b]-----

[b]Speed:[/b] 130 ft land, 130 fly (average), 330 swim, 90 burrow

[b]CMB:[/b] +19[22]; {+12Base +7Str + size + misc}

[b]Base Atk:[/b] +12;

[b]Melee:[/b]+19{+12Base,+7Str}

[b]Ranged:[/b]+22{+12Base,+10Dex}

--[b]Melee:[/b]+19

Thrashing Dragon Frenzy Unarmed strikes +26/26/26/26/26/26 against each adjacent
opponent damage: 1d6+14

Unarmed Strike Raging +26 1d6+14

Tusk Charge Raging +26 2d6+25 (x3)

Bite +26 1d6+14

Full Attack Raging +24/24/19/14 bite +19

--[b]Ranged:[/b]+0

-----[b][i]-=STATISTICS=-[/i]/[b]-----

[b]Str:[/b] 25(+7), [b]Dex:[/b] 31(+10), [b]Con:[/b] 33(+11), [b]Int:[/b] 29(+9), [b]Wis:[/b] 26(+8), [b]Cha:[/b] 26(+8)

(21 str 17 dex from narwhal replaces str and dex from human that starts with 8 str 8 dex 22 con 20 int 18 wis 18 cha then +4 to everything from animal lord and +8 dex from quickling +3 from levelups into con)

-----[b][i]-=Traits=-[/i]/[b]-----

Practiced Initiator (Warder)

Magical Lineage

Community Minded

-----[b][i]-=Drawbacks=-[/i]/[b]-----

Hedonistic

-----[b][i]-=Feats=-[/i]/[b]-----

Human 1:

Monk 1: Improved Unarmed Strike

Monk 1: Stunning Fist

Monk 1: Broken Blade Style

Warder 1: Two Weapon Fighting

Warder 1: Combat Reflexes (using intelligence)

Warder 3: Mad Magic

Warder 8: Combat Stamina

Quickling: Dodge

Quickling: Mobility

Quickling: Quick Draw

Quickling: Spring Attack

level 1: Extra Lineage Domain

level 2: Intensify Spell

level 3: Persistent Spell

level 4: Dazing Spell

level 5: Sacred Geometry (Extend Spell, Maximize Spell)

level 6: Domain Strike (Madness)

level 7: Aberrant Tumor

level 8: Boon Companion (Tumor Familiar)

level 9: Lurker in Darkness

level 10:

[url=<http://www.d20pfsrd.com/feats/3rd-party-feats/rogue-genius-games/general-feats/extra-talent>]Extra Talent[url] (Retribution)

level 11: Heighten Spell

level 12: Raging Vitality

level 13: Sorcerous Strike (Disorienting Touch)

level 14:

Combat Stamina Tricks:

Combat Stamina: After you make an [attack roll](#) with a manufactured weapon, [unarmed strike](#), or [natural weapon](#) attack with which you are proficient, but before the results are revealed, you can spend up to 5 stamina points. If you do, you gain a [competence bonus](#) on the [attack roll](#) equal to the number of stamina points you spent. If you miss with the attack, the stamina points you spent are still lost.

Improved Unarmed Strike (Combat): When you deal nonlethal damage with an unarmed strike, you can spend up to 5 stamina points to deal an amount of additional nonlethal damage equal to double the amount of stamina points you spent.

Stunning Fist (Combat): You can spend 5 stamina points to declare that you are using Stunning Fist after you've hit with an unarmed strike.

Two-Weapon Fighting (Combat): You can spend any number of stamina points to reduce the penalty from Two-Weapon Fighting on attacks made with a weapon in your primary hand by 1 for every 2 stamina points you spent. This benefit lasts until the start of your next turn. You can't reduce the penalty below 0.

Combat Reflexes (Combat): When you miss with an attack of opportunity, you can spend 5 stamina points to make a second attack for the same provoking action. That second attack of opportunity takes a –5 penalty on the attack roll and costs one of your attacks of opportunity for the round.

Dodge (Combat): When you move your speed or farther, you can spend a number of stamina points up to double your Dexterity bonus. If you do, until the start of your next turn, you gain an increase to the dodge bonus granted by the Dodge feat equal to half the number of stamina points you spent.

Mobility (Combat): Your dodge bonus to AC from the Dodge feat combat trick is doubled against attacks of opportunity provoked by movement. If you don't have the Dodge feat, you can still use its combat trick.

Quick Draw (Combat): As long as you have at least 1 stamina point in your stamina pool, you can sheathe a weapon as a swift action.

Spring Attack (Combat): You can spend 5 stamina points to use this feat as a standard action instead of a full-round action.

Domain Strike (Combat): You can spend 2 stamina points to apply the effects of your chosen domain power as a free action instead of a swift action.

-----[b][i]-=Skills=-[/i]/[b] (14*16=224 points; 4class, 8INT, 2camp, 1race,1head)-----

[b]^Acrobatics*[b][i](Dex)/[i]____+37{+14rank,+3class,+10Dex,+10race}

[b]^Appraise[/b][i](Int)/[i]____+9{+0rank,+9Int}

[b]Bluff[/b][i](Cha)/[i]____+22{+14rank,+8Cha} (Silver-Tounged Haggler)

[b]^Climb*[b][i](Str)/[i]____+7{+0rank,+7Str}

[b]^Craft[/b][i](Int)/[i]____+9{+0rank,+9Int}

[b]^Diplomacy[/b][i](Cha)/[i]____+25{+14rank,+3class,+8Cha}[+7 vs indifferent+]
(Silver-Tounged Haggler)

[b]Disable Device*[b]____+10{+0rank,+10Dex}

[b]Disguise[/b][i](Cha)/[i]____+8{+0rank,+8Cha}

[b]^Escape Artist*[b][i](Dex)/[i]____+10{+0rank,+10Dex}

[b]^Fly*[b][i](Dex)/[i]____+19{+6rank,+3class,+10Dex}

[b]^Handle Animal [/b][i](Cha)/[i]____+25{+14rank,+3class,+8Cha}

[b]^Heal[/b][i](Wis)/[i]____+8{+0rank,+8Wis}

[b]^Intimidate[/b][i](Cha)/[i]____+25{+14rank,+3class,+8Cha}

[b]^Knowledge (Arcana)/[b][i](Int)/[i]____+26{+14rank,+3class,+9Int}

[b]^Knowledge (Dungeoneering)/[b][i](Int)/[i]____+13{+1rank,+3class,+9Int}

[b]^Knowledge (Engineering)/[b][i](Int)/[i]____+26{+14rank,+3class,+9Int}

[b]^Knowledge (Geography)/[b][i](Int)/[i]____+13{+1rank,+3class,+9Int}

[b]^Knowledge (History)/[b][i](Int)/[i]____+13{+1rank,+3class,+9Int}

[b]^Knowledge (Local)/[b][i](Int)/[i]____+26{+12rank,+3class,+9Int}

[b]^Knowledge (Nature)/[b][i](Int)/[i]____+26{+14rank,+3class,+9Int}

[b]^Knowledge (Nobility)[/b][i](Int)[/i]_____+13{+1rank,+3class,+9Int}
 [b]^Knowledge (Planes) [/b][i](Int)[/i]_____+26{+14rank,+3class,+9Int}
 [b]^Knowledge (Religion) [/b][i](Int)[/i]_____+26{+14rank,+3class,+9Int}
 [b]^Knowledge (Martial Lore)[/b][i](Int)[/i]_____+13{+1rank,+3class,+9Int}
 [b]^Linguistics[/b][i](Int)[/i]_____+17{+5rank,+3class,+9Int}
 [b]^Perception[/b][i](Wis)[/i]_____+33{+14rank,+3class,+8Wis,+8race}
 [b]^Perform[/b][i](Cha)[/i]_____+15{+0rank,+8Cha,+7BeautyII}
 [b]^Profession[/b][i](Wis)[/i]_____+8{+0rank,+8Wis}
 [b]^Ride*[/b][i](Dex)[/i]_____+10{+0rank,+10Dex}
 [b]^Sense Motive[/b][i](Wis)[/i]_____+25{+14rank,+3class,+8Wis} (Silver-Tounged
 Hagglers)
 [b]^Sleight of Hand*[/b][i](Dex)[/i]_____+10{+0rank,+10Dex}
 [b]^Spellcraft[/b][i](Int)[/i]_____+26{+14rank,+3class,+9Int}
 [b]^Stealth* [/b][i](Dex)[/i]_____+27{+14rank,+3class,+10Dex}
 [b]^Survival[/b][i](Wis)[/i]_____+12{+1rank,+3class,+8Wis}
 [b]^Swim*[/b][i](Str)[/i]_____+20{+2rank,+7Str,+3class,+8race}
 [b]^Use Magic Device[/b][i](Cha)[/i]_____+8{+0rank,+8Cha}

[b]ACP[/b] -0

*ACP applies to these skills

^In Class Skill Bonus +3

[b][i]-=Non-Standard Skill Bonuses=-[/i]/[b]

[b]Silver-Tongued Hagglers (Su)[/b]: Whenever you make a Bluff, Diplomacy, or Sense Motive check, you can, as a free action, grant yourself a bonus on the roll equal to 1/2 your godling level (minimum +1). You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Quickling: +10 acrobatics, +4 perception

Animal Lord: +4 perception

Swim Speed: +8 swim

[b]Legendary Beauty II (Ex)[/b]: The godling's presence lifts spirits and inspires artists. Creatures within 60 feet of the godling that can hear or see him gain a circumstance bonus to Perform checks equal to the godling's Charisma modifier.

[b][i]-Languages=-[/i]/[b] Common, Elven, Celestial, Necril, Auran, Aquan, Terran, Ignan, Abyssal, Infernal, Sylvan, Undercommon, Draconic[/spoiler]

[spoiler=-----Race=====]

-----[b][i]-Race Traits=-[/i]/[b]-----

[b]Human Augmented[/b]:

(swap)Advanced Ability Scores -2 str +4 con +2 int/cha/wis (4 RP)

Focused Study (4 RP)

Skilled (4 RP)

Linguist (1 RP)

Flight (4 RP)

Burrow (3 RP)

[b]Animal Lord (Narwhal)/[b]:

[b]Type[/b]: The base creature's type changes to outsider (native, shapechanger).

[b]Senses[/b]: An animal lord gains the senses of both the base creature and the base animal in both of its forms.

[b]AC[/b]: An animal lord gains the base animal or base creature's natural armor bonus, whichever is higher, in both of its forms—this bonus is increased by +2 to determine the animal lord's actual natural armor bonus.

[b]Defensive Abilities[/b]: An animal lord gains DR 10/silver. It also gains all of the base animal's defensive abilities in both of its forms.

[b]Speed[/b]: An animal lord's base speed is that of its base creature form or its base animal form, whichever is greater. Animal lords whose base animal has a burrow, climb, fly, or swim speed can use that mode of movement even in humanoid form, instantly growing the necessary appendages as necessary.

[b]Melee[/b]: An animal lord in humanoid form can instantaneously transform parts of its body to make all of the natural attacks possessed by the base animal. An animal lord typically prefers to use its natural attacks in melee combat, but often carries manufactured ranged weapons to diversify its combat options as well.

[b]Special Attacks[/b]: An animal lord gains all of the special attacks possessed by the base animal and can employ them in both humanoid and animal form. It also gains abilities determined by its species affinity (see below).

[b]Hold Breath (Ex)[/b]: Narwhals are expert deep divers, and a narwhal can hold its breath a number of minutes equal to 2 times its Constitution score.

[b]Tusk (Ex)[/b]: A charging narwhal can make a single gore attack with its tusk in place of its normal bite attack. If it hits, the tusk deals 2d6+14 points of damage with a ×3 critical multiplier.

[b]Ability Scores[/b]: Animal lords use the higher ability score between the base creature and the base animal as their base ability scores, then increase all of these ability scores by +4.

[b]Skills[/b]: An animal lord gains all of the base animal's racial modifiers to skill checks.

[b]Special Qualities[/b]: An animal lord gains the following special qualities.

[b]Change Shape (Su)[/b]: An animal lord has two forms—a humanoid and an animal form. When an animal lord in humanoid form uses the base animal's defensive abilities, movement types, attacks, and other features, the animal lord's body instantaneously changes as appropriate to allow the use of that ability, growing wings or claws or fangs as necessary. The animal lord can use this ability to take the shape of the base animal (as shapechange) as a move action.

[b]Dominion (Su)[/b]: In both forms, an animal lord is treated as if constantly under the effects of a speak with animals spell, but this only applies to creatures of the animal lord's species affinity (see below). In addition, an animal lord can cast charm animal on any animal of its affinity as a spell-like ability at will (CL equals the animal lord's HD).

[b]Species Affinity[/b]: Animal lords can be made from almost any creature of the animal type, but most are grouped into larger categories known as species affinities. The most common animal lord kingdom affinities are detailed below, but many others exist.

Animals listed in parenthesis list typical base animals for that lord.

[b]Cetacean Lord[/b]: ???

[b]Quickling[/b]:

[b]Initiative[/b]: A quickling gains a +4 bonus on Initiative checks.

[b]Armor Class[/b]: A quickling gains a +4 dodge bonus to Armor Class.

[b]Fast Healing[/b]: A quickling gains fast healing 1 plus 1 for every 5 racial HD it possesses.

[b]Aging Vulnerability (Ex)[/b]: A quickling takes 50% more damage from aging effects, including the number of years aged.

[b]Speed[/b]: Each of the base creature's speeds is quadrupled. If the base creature has a fly speed, its maneuverability increases two categories (maximum perfect).

[b]Rapid Actions (Ex)[/b]: A quickling gains one extra attack or move action each round. This does not stack with other haste effects.

[b]Quickling Casting (Ex)[/b]: All spells and spell-like abilities a quickling creature has can be cast as a swift action if it has a casting time of 1 round or less. Those spells and spell-like abilities with longer casting times have their casting times reduced to 1 round and take an attack action to cast. This ability cannot be used with the Quicken Spell or Quicken Spell-Like Ability feats.

[b]Abilities[/b]: Dex +8.

[b]Skills[/b]: A quickling creature gains a +4 racial bonus on Perception checks and a +10 racial bonus on Acrobatics checks.

[b]Rapid Aging (Ex)[/b]: A quickling ages 4 years for every 1 year that passes. (Combined with Paramortal I the character ages twice as fast as normal).

[/spoiler]

[spoiler=-----Special Abilities=====]

-----[b][i]=SPECIAL/CLASS ABILITIES=-[/i]/b]-----

Eldritch Godling:

[b]Travel (Trade) Lineage Domain[/b]: Add spells to spells known. You are an explorer and find enlightenment in the simple joy of travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet.

[b]Dimensional Hop (Sp)[/b]: At 8th level, you can teleport up to 10 feet per godling level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

[b]Silver-Tongued Hagglar (Su)[/b]: Whenever you make a Bluff, Diplomacy, or Sense Motive check, you can, as a free action, grant yourself a bonus on the roll equal to 1/2

your godling level (minimum +1). You can use this ability a number of times per day equal to 3 + your Constitution modifier.

[b]Liberation Lineage Domain[/b]: Add spells to spells known.

[b]Liberation (Su)[/b]: You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your godling level, you can move normally regardless of magical effects that impede movement, as if you were affected by freedom of movement. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

[b]Freedom's Call (Su)[/b]: At 8th level, you can emit a 30-foot aura of freedom for a number of rounds per day equal to your godling level. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive.

[b]Madness Lineage Domain[/b]: Add spells to spells known.

[b]Vision of Madness (Sp)[/b]: You can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to $\frac{1}{2}$ your cleric level (minimum +1) and a penalty to the other two types of rolls equal to $\frac{1}{2}$ your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

[b]Aura of Madness (Su)[/b]: At 8th level, you can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level. Enemies within this aura are affected by confusion unless they make a Will save with a DC equal to 10 + $\frac{1}{2}$ your Cleric level + your Constitution modifier. The confusion effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Minor Ascendancies:

[b]Extra Lineage Domain[/b]: See above

[b]Hex Lord[/b]: Gain the Evil Eye Hex, based off Constitution

[b]Magic Is Magic (Ex)[/b]: You have realized that to a godling all magic is, at the root, the same. To determine your caster level for all your spellcasting classes, add all your

levels in classes that grant both 0-level and 1st level spells at level 1, and half your levels in classes that grant up to 4th level spells. This does not grant you additional spell slots of spells known, only a higher caster level for determining the effects of your spells.

Major Ascendancies

[b]Immortal Invocation (Su)[/b]: You can call upon the immortal power of the gods when casting spells, but doing so is dangerous and can exact a price. You can attempt to cast more powerful spells with lower-level spell slots. Spontaneous spellcasters must take a minimum of a full round casting time to use immortal invocation (as if casting a metamagic spell), while preparation spellcasters must prepare spells in lower-level slots to attempt immortal invocation.

Immortal invocation requires a concentration check with a DC of 10 + (level of spell to be cast x3) + (difference between spell slot used and level of spell x2). For example, a sorcerer attempting to cast a 5th level spell with a 3rd level spell slot must make a concentration check with a DC of 29 (10 +15 for level of spell +4 for difference in spell level vs slot used). Each time after the first you use immortal invocation in the same day, the concentration check DC increases by +3. Because the concentration check is being made to call on vast, divine powers, bonuses to concentration from spells or magic items do not apply to this check.

[b]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]Divine Traits[/b](1+2+3+7=13):

[b]Favored Class (Eldritch Godling)[/b]:+7 Divine Trait Ranks

[b]Divine Portfolio I[/b]: The godling selects one oracle mystery. He gains one revelation from the mystery. He must meet all the revelation's prerequisites. The godling treats his godling level as his oracle level for this revelation (including fulfilling the revelation's prerequisites). The godling may choose to have any of the ability's calculations that are normally based on Cha modifiers instead be based on any ability modifier of the godling's choice. (Once this choice is made, it cannot be changed).

This divine trait may be selected more than once. Each time it is selected it costs one more divine trait rank, and grants access to a different mystery and one revelation from that mystery.

[b]Mystery (Lore) Revelation: Mental Acuity (Ex)[/b] Your explorations into the secret mysteries of the world have granted you a preternatural understanding of all things—and you just keep getting smarter. You gain a +1 inherent bonus to Intelligence upon taking this revelation and another at every third oracle level gained thereafter. You must be at least 7th level to select this revelation.

[b]Legendary Beauty I (Ex)[/b]: Diplomacy and Perform skills are always class skills. The godling gains a bonus equal to half his class level to Diplomacy checks made to make a request of a creature that is at least indifferent toward him (see the Diplomacy skill).

Additionally, once per day he may make a Diplomacy check to make a request of a creature that is unfriendly or hostile toward him (though he does not gain the benefit of this trait on such checks, as the targets are not at least indifferent). Each time he uses this ability on a specific creature, it becomes immune to this ability until the godling gains a level.

[b]Legendary Beauty II (Ex)[/b]: The godling's presence lifts spirits and inspires artists. Creatures within 60 feet of the godling that can hear or see him gain a circumstance bonus to Perform checks equal to the godling's Charisma modifier.

Additionally, creatures within 60 feet of him that can hear or see him who gain a morale bonus (from any source) act as if that bonus were 1 higher. Additionally, so inspired are those who work to assist the godling that if a character takes an aid another action to help him, the godling gains double the normal bonus.

[b]Legendary Beauty III (Su)[/b]: The godling can focus his resplendent appearance on a single creature, and overwhelm it with his divine demeanor. This counts as a charm monster spell, using the godling's level as the caster level and with a saving throw of $(10 + 1/2 \text{ level} + \text{Con or Cha modifier} - \text{whichever is higher})$. He may use this ability once per day, but may never have more than one creature under the thrall of his beauty at a time. If he focuses his immortal magnificence on a new creature to charm it while a previous charm from this divine trait is still in effect, the previous charm immediately ends.

[b]Legendary Beauty IV (Su)[/b]: The godling's loveliness is so great, creatures are loathe to harm him and risk marring his appearance even if they hate him. The godling may add his Constitution or Charisma modifier (whichever is higher) as a bonus to his armor class and saving throws against attacks and effects made by creatures with an Intelligence score who can see him. This has no effect on attacks and effects from mindless sources (such as traps and constructs) or foes who cannot see the godling.

[b]Mystic Inheritance I[/b]: The godling selects one sorcerer bloodline or wizard arcane school. If the godling selects a bloodline, he gains the bloodline arcana and the bloodline power gained at 1st level. If he selects an arcane school, he gains one power the arcane school grants at 1st level. The godling treats his godling level as his sorcerer or wizard level (as appropriate) for these powers. Any of the ability's calculations that are normally based on Int or Cha is instead based on Constitution

[b]Impossible Bloodline:[/b]

[b]Bloodline Arcana[/b] Constructs are susceptible to your enchantment (compulsion) spells as if they were not mind-affecting. Constructs are treated as living creatures for the purposes of determining which spells affect them.

[b]Disorienting Touch (Sp)[/b]: At 1st level, as a melee touch attack, you can cause a creature to doubt its sense of depth and direction. The target is sickened for a number of rounds equal to 1/2 your sorcerer level (minimum 1). Multiple touches do not stack, but they do add to the duration. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

[b]Paramortal I[/b]: The godling does not need to eat or drink. While the godling may partake if she desires, she suffers no penalties for lack of food or water, and does not suffer starvation or thirst. The godling ages only 1 year for every 2 years that pass. (Combined with Rapid Aging the character ages twice as fast as normal).

[b]Scion Talents[/b]:

[b]Retribution (Su)[/b]: When foes dare to strike your person, which is a vessel for the divine energies that make you a godling, you can call upon those divine energies to strike down the heathens who dare defile your physical perfection. 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]Warder (Dervish Defender)[/b]:

[b]Maneuvers[/b]: Broken Blade, Golden Lion, Primal Fury, Thrashing Dragon and Riven Hourglass

[b]Defensive Focus (Ex)[/b]: The warder gains the Combat Reflexes feat as a bonus feat, using her Intelligence modifier in place of her Dexterity modifier to determine the number of additional attacks of opportunity she may make each round. When recovering maneuvers as a full round action, the warder sets up a defensive perimeter around himself to defend her allies, increasing her threatened area by 5 ft. for every 5 initiator levels she possesses(+10). Until the beginning of her next turn, she may make attacks of opportunity against any opponent in this threatened area that provokes attacks of opportunity. She may move as part of these attacks of opportunity, provided her total movement before her next turn does not exceed her speed . Additionally, while using defensive focus, the warder adds her Intelligence modifier plus her class level to her CMD for the purposes of defending against enemies trying to use the Acrobatics skill to prevent her from getting attacks of opportunity against them. The ground within her melee reach during defensive focus is treated as if it were difficult terrain, hampering her foes' movement around him. If a foe tries to move through a space within her reach, the movement through those squares costs double (x2). While using her defensive focus to make an attack of opportunity, her movement does not provoke attacks of opportunity.

[b]Aegis (Ex)[/b]: Allies who are within 20 ft. of the warder's position gain a +3 morale bonus to Armor Class and to Will saves under the warder's defensive aegis, her presence bolstering and shepherding the defenses of her allies. This bonus improves to +4 at 13th level, and +5 at 17th level. The warder does not receive this bonus, but may receive the benefits of this ability from another warder. If the ally cannot see or hear the warder, then the ally does not gain the benefits of this ability (such as if the warder is concealed or invisible).At 12th level, this increases again to 30 ft.

[b]Armiger's Mark (Ex)[/b]: At 2nd level, a warder is trained in how best to control her enemies and how they behave in battle, urging them to throw their all against the warder's indomitable armor and unyielding shield. With a sharp blade, a clever taunt, or something that otherwise attracts her foe, the warder can direct the attention of enemies towards himself. Whenever the warder attacks a foe in combat and inflict at least 1 point of damage, as a free action she may mark them as her foe (he may even mark a foe during an attack of opportunity and may make the free action to do so, even though it is not her turn) and attempt to continue to force them to engage the warder only. The target is aware of being marked, and the mark remains for a number of rounds equal to the warder's Intelligence modifier (minimum of 1). Marked targets suffer a -6 penalty to attack rolls against foes that are not the warder, and arcane spellcasters suffer an increase in arcane spell failure of 10% + 1% per two warder levels until the mark expires. The warder may only maintain a number of marks equal to 3 + her Intelligence modifier at a time, and she may make a number of marks per day equal to 1/2 warder level + Intelligence modifier. It increases again to -8 at 16th level. This ability functions on creatures with an Intelligence score of 1 or more, allowing her to mark animals and other beasts as well as sentient beings, but not mindless creatures such as skeletons. Multiple armiger's marks overlap (do not stack). The warder may expend two uses of her armiger's mark to make a grand challenge to all enemies within a 30 ft. radius and mark them with her words alone. Creatures affected must make a Will save (DC 10 + 1/2 warder level + Intelligence modifier) against the warder's mark ability or suffer the penalties of being marked for a number of rounds equal to the warder's Intelligence modifier. This does not count against her normal marking limit. This is a language-dependent ability and does not effect creatures of less than 1 Intelligence. At 16th level, the armiger's mark improves to allow her to recover an expended maneuver whenever she reduces a marked opponent's hit points to 0 or less (this can only trigger once per marked opponent).

[b]Two-Weapon Defense (Ex)[/b]: While not all dervish defenders fight in the same manner, most do and all are extensively trained in these fighting philosophies. While wearing light armor or no armor, wielding a weapon in each hand (or using a double weapon), and not using a shield heavier than a buckler, the warder may add her Intelligence bonus (if any) to her Armor Class. She retains this bonus even against

touch attacks or when flat-footed, but loses this bonus should she be rendered helpless by any means.

[b]Dervish Defense (Ex)[/b]: The dervish defender may use a counter against an enemy's attack and if she successfully counters it, she may make an immediate attack of opportunity against that foe.

[b]Shield of Blades (Ex)[/b]: At 6th level, when fighting unarmed or with a weapon from the light blades, double weapon or close weapon weapon group in each hand, the dervish defender improves her shield bonus to AC by an amount equal to her aegis bonus. As an immediate action, the dervish defender may lose her shield bonus to armor class until the beginning of her next turn and grant an adjacent creature an equivalent shield bonus to armor class until the beginning of the dervish defender's next turn.

[b]Extended Defense (Ex)[/b]: Twice per day, the warder may activate Extended Defense as an immediate action. When she does, the character chooses a counter she has readied; she may initiate that counter as a free action (even on another's turn) at will until the beginning of her next turn. At the beginning of her next turn, the chosen counter is expended. At 11th, 14th, and 17th, she may use this ability an additional time per day.

[b]Adaptive Tactics (Ex)[/b]: The warder can expend one use of her armiger's mark ability as a full-round action to expend up to her Intelligence modifier in readied maneuvers, then instantly ready an equal amount of maneuvers. The warder may not replace expended maneuvers using this ability; any maneuver she is re-preparing with this ability must be unexpended to be exchanged. She may choose from any of her known maneuvers.

[b]Oracle (Spirit Guide):[/b]

[b]Oracle Curse: Lame[/b]One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion). At 10th level, your speed is never reduced by armor.

[b]Mystery:[/b]Heavens

[b]Revelation: Awesome Display (Su)[/b]: Your phantasmagoric displays accurately model the mysteries of the night sky, dumbfounding all who behold them. Each creature affected by your illusion (pattern) spells is treated as if its total number of Hit Dice were equal to its number of Hit Dice minus your Charisma modifier (if positive).

[b]Bloodrager(Metamagic Rager, Primalist):[/b]

[b]Bloodline[/b]: Aberrant

[b]Staggering Strike (Su)[/b]: At 1st level, when you confirm a critical hit the target must succeed at a Fortitude saving throw or be staggered for 1 round. The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. These effects stack with the Staggering Critical feat; the target must save against each effect individually.

[b]Bloodrage (Su)[/b]:

At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can bloodrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from bloodraging or spells like bear's endurance) don't increase the total number of rounds that a bloodrager can bloodrage per day. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

A bloodrager can enter a bloodrage as a free action. While in a bloodrage, a bloodrager gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a –2 penalty to Armor Class. The increase to Constitution grants the bloodrager 2 hit points per Hit Die, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While bloodraging, a bloodrager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A bloodrager can end his bloodrage as a free action. When the bloodrage ends, he's fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. A bloodrager cannot enter a new bloodrage while fatigued or exhausted, but can otherwise enter bloodrage multiple times during a single encounter or combat. If a bloodrager falls unconscious, his bloodrage immediately ends, placing him in peril of death.

Bloodrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

[b]Fast Movement (Ex)[/b]: A bloodrager's land speed is faster than is normal for his race by 10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the bloodrager's speed due to any armor worn or load carried. This bonus stacks with any other bonuses to the bloodrager's land speed.

[b]Monk (Master of Many Styles[/b]:

[b]AC Bonus (Ex)[/b]: 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.

[b]Unarmed Strike[/b]: 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.

[b]Stunning Fist (Ex)[/b]: At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. The 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.

[b]Bonus Feat[/b]: At 1st level, 2nd level, and every four levels thereafter, a master of many styles may select a bonus style feat or the Elemental Fist feat. He does not need

to meet the prerequisites of that feat, except the Elemental Fist feat. Starting at 6th level, a master of many styles can choose to instead gain a wildcard style slot.

Whenever he enters one or more styles, he can spend his wildcard style slots to gain feats in those styles' feat paths (such as Earth Child Topple) as long as he meets the prerequisites. Each time he changes styles, he can also change these wildcard style slots.

[b]Fuse Style (Ex)[/b]: At 1st level, a master of many styles can fuse two of the styles he knows into a more perfect style. The master of many styles can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the master of many styles switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

[b]Rage Prophet[/b]:

[b]Spirit Guide (Sp)[/b]: Every rage prophet possesses a spirit guide, an insubstantial phantom that speaks to his mind, watches over him, and lends him its strength and wisdom. Whenever the rage prophet rages, he gains the benefit of a single guidance spell from his spirit guide; this bonus can be used at any time during his rage. The spirit guide also allows the rage prophet to use dancing lights, ghost sound, and mage hand as spell-like abilities once per day each (caster level equal to the rage prophet's class level). The DCs are Charisma-based.

[b]Rage Prophet Mystery[/b]: At 2nd level and every even level thereafter, a rage prophet learns an additional spell from his spirit guide. 2: Unseen Servant (1st) 4: Whispering Wind (2nd) 6: Augry (2nd)

[b]Raging Healer (Su)[/b]: At 2nd level, a rage prophet is able to cast cure spells on himself while raging, without having to use clarity of mind.

[b]Indomitable Caster (Ex)[/b]: At 3rd level, a rage prophet adds his Constitution bonus (if any) on concentration checks.

[b]Ragecaster (Su)[/b]: Starting at 4th level, a rage prophet's spells grow more potent when he rages. When using moment of clarity, he adds his barbarian level to his caster level. At 7th level, he adds his Constitution bonus to the save DC of any spells cast while raging.

[b]Spirit Guardian (Sp)[/b]: At 5th level, the competence bonus provided by the spirit guide's guidance spell increases to half the rage prophet's class level when used while battling a fey, outsider, undead, or incorporeal creature. As a swift action, the rage prophet can spend 1 round of rage (whether he is raging or not) to give his armor and weapons the ghost touch property for 1 round; this effect ends if the item is no longer in his possession.

[b]Enduring Rage (Su)[/b]: At 6th level, as a free action, a rage prophet can extend the duration of his rage by sacrificing a spell slot; this prolongs the duration of his rage for a number of rounds equal to the level of the spell slot used.

[/spoiler]

[spoiler=----==Eldritch Godling Spells==----]

-----[b][i]-=Spells=-[/i]/[b]-----

-----[b][i]-=0th (at will)=-[/i]/[b]-----

Prestidigitation, Message, Ghost Sound, Dancing Lights, Acid Splash, Arcane Mark, Open/Close, Mage Hand, Mending

-----[b][i]-=1st (8/day)=-[/i]/[b]-----

Lesser Confusion, Floating Disk, Remove Fear, Color Spray, Grease, Mage Armor, Feather Fall, Blood Money

-----[b][i]-=2nd (8/day)=-[/i]/[b]-----

Touch of Idocy, Locate Object, Remove Paralysis, Mirror Image, Invisibility, Glitterdust, Stone Call

-----[b][i]-=3rd (8/day)=-[/i]/[b]-----

Rage, Fly, Remove Curse, Battering Blast, Ablative Sphere, Tongues, Stinking Cloud

-----[b][i]-=4th (7/day)=-[/i]/[b]-----

Confusion, Dimension Door, Freedom of Movement, Enervation, Greater Invisibility, Ball Lightning, Greater False Life

-----[b][i]-=5th (7/day)=-[/i]/[b]-----

Nightmare, Overland Flight, Break Enchantment, Wall of Stone, Persistent Image, Baleful Polymorph

-----[b][i]-=6th (6/day)=-[/i]/[b]-----

Phantasmal Killer, Find The Path, Greater Dispel Magic, Geas/Quest, Contingency

-----[b][i]-=7th (4/day)=-[/i]/[b]-----

Insanity, Greater Teleport, Refuge, Simulacrum

[/spoiler]

[spoiler=----==Oracle Spells==----]

-----[b][i]-=Spells=-[/i]/[b]-----

-----[b][i]-=0th (at will)=-[/i]/[b]-----

Create Water, Enhanced Diplomacy, Guidance, Detect Magic, Detect Poison, Purify Food and Drink, Read Magic

-----[b][i]-=1st (8/day)=-[/i]/[b]-----

Cure Light Wounds, Unseen Servant, Shield of Faith, Protection from Evil, Sanctuary, Divine Favor

-----[b][i]-=2nd (7/day)=-[/i]/[b]-----

Cure Moderate Wounds, Whispering Wind, Augry, Ironskin, Lesser Restoration

-----[b][i]-=3rd (5/day)=-[/i]/[b]-----

Cure Serious Wounds, Bestow Curse

[/spoiler]

[spoiler=----==Maneuvers=====]

-----[b][i]-=Stances=-[/i]/[b]-----

Puglist Stance, Riven Hourglass Stance (Active), Battle Dragon's Stance, Golden General's Attitue

-----[b][i]-=Readied Maneuvers(6)=-[/i]/[b]-----

Thrashing Dragon Frenzy, Temporal Body Adjustment, Flickering Defense, Probability Twist, Temporal Wave, Reversing Thrust

-----[b][i]-=Maneuvers Known=-[/i]/[b]-----

7: Thrashing Dragon Frenzy

6: Harry the Prey, Temporal Wave

5: Reversing Thrust

4: Temporal Body adjustment

3: Flickering Defense, Probability Twist

2: Warning Roar, Defend the Pride

1: Clockwatcher

[/spoiler]

[spoiler=----==Gear/Possessions=====]

-----[b][i]-=GEAR/POSSESSIONS=-[/i]/[b]-----

Belt of Mighty Constitution +6 and Incredible Dexterity +2 (42000)

Headband of Mental Superiority (16000 GP) (Knowledge Local)

Buckler +2 (4155 GP)

Cloak of Resistance +5 (25000 GP)

Scarab of Protection (38000 GP) (Maybe not?)

Amulet of Mighty Fists +2 Furious (36000 GP)

Carrying Capacity

Light 0-33 lb. **Medium** 34-67 lb. **Heavy** 68-100 lb.

Current Load Carried 0 lb.

Money 0 GP 0 SP 0 CP

[spoiler]

Background

the narwhal's tusk was created when a woman with a harpoon rope tied around her waist was dragged into the ocean after the harpoon had struck a large narwhal. She was transformed into a narwhal, and her hair, which she was wearing in a twisted knot, became the characteristic spiral narwhal tusk.

[spoiler]

Appearance and Personality

Eyes

Hair

Skin

Height

Weight

[spoiler]