

The player before the character

As the child of mixed birth, Jonathan never felt completely welcome in Japan, his skin, his hair, his eyes, all were different from those around him and Japanese society was wary of foreigners in the years after World War III. He was rarely mistreated by others, given that his family had a decent amount of wealth, but that also widened the gap between him and the general population, since he lived in a different area than most people. The only time where Jonathan felt that all differences between him and others were gone was when he was doing the two things he loved the most: Reading and playing online games. Those were the times where that didn't matter, sometimes the person on the other side of the screen could be completely different from you but both could still connect over the things you have in common and have an amazing time playing games, that was what he loved the most about it, in games and books, he was not Jonathan the half-breed, he was anything he wanted to be.

Having a retired lieutenant who served during the third world war for a father and a Japanese coroner for the Tokyo police for a mother made him very familiar with the subject of death and all that revolved around it, growing up, Jonathan's favorite book had been Frankenstein, as a boy the idea of creating a monster who bordered the fine line between life and death fascinated him. Having a child interested in such macabre stories would be frowned upon by many parents, but not Jonathan's, especially his mother, who wished for him to become a doctor like her and saw his interest in such mature books as a sign of an overly developed intellect and curiosity, which nurtured by parents and teachers, only grew with time. Murders on Morgue street, Necronomicon, Dracula, all stories that fascinated the young Jonathan as he grew up.

With such stories as his favorites, it was obvious which class Jonathan would end up loving the most playing in any game: Necromancers. Absolutely enamored with the idea of raising an implacable army of relentless creatures he would peruse all kinds of RPG in search for which ones were the most fun to play as a harbinger of the undead, even in college and work, when his time to play was extremely limited he would find a way to at least put in some hours in his favorite games every week.

As a doctor, Jonathan considered himself successful, he worked in research labs developing technologies which would aid the lives of people, especially the wealthy, to live in the now tremendously polluted environment. He wasn't winning Nobel prizes, not that they still existed anyway, but he considered himself important enough, even having his name mentioned on the research that developed the lung enhancers that basically became mandatory once the air became too polluted to breathe in certain areas of the world. However, this comfortable lifestyle changed when the food riots started and the coup d'état started happening, not just in Japan, but all over the world. War broke out in the streets, this time not between foreign armies, but between citizens and governments themselves.

Jonathan served as a field doctor, taking care of the wounded from both sides, much to his military father's displeasure who wished to see Jonathan fight for the side of the Japanese army, the country that had welcomed them at the end of World War III. A decision that Jonathan fortunately went against as the war ended with mass executions of government

leaders and those who had supported them, Jonathan's father stopped talking to him around this time.

With the power vacuum caused by the deposition of multiple governments around the world, it was natural that the remaining rich and powerful would seize the opportunity, billionaires, megacorporations and conglomerates took control soon after, dividing the country and creating a corporation state in which government figures and the police were little more than figureheads who bowed and obeyed the ones truly in charge. Military power was also completely focused on the hands of the conglomerates, who now built their own private armies to wage war against those who tried to stand up against them and occasionally between themselves.

The lives of everyone changed drastically the following years, Jonathan's was no exception, medical work and especially research were now very focused on the ones that could pay to fund it now that the government was mostly powerless and even him had to bow his head to the mighty corporations, one such was a conglomerate known as the Kuroyama Zaibatsu, a group that was known for shady practices even among the other conglomerates, but who gave Jonathan and all the scientific department immense resources and permission to further their research, even if it did have ulterior motives.

The CEO of the group was an elderly man of much advanced age, thanks to scientific developments the rich were now able to live longer than ever before, but definitely not immortal. The Kuroyama group had hired many doctors known for their research in biological enhancement to try and dominate the only thing the rich and powerful still couldn't control: Death. Jonathan was ecstatic for being able to participate in such a tremendous achievement for humanity, unaware of the hidden purpose of such a project.

It was decided its unofficial name would be Project Galahad, named after the famous hero who attained immortality through the holy grail, as the researchers were also trying to attain their own "holy grail". The conglomerate wanted results and the rich are not famous for their patience and leniency, therefore not only they were given nearly endless resources but also certain permissions that no government would have been able to give them in the old world. Despite having to step on his Hippocratic oath many times, Jonathan performed and he and all the others were handsomely rewarded, not only with a salary and benefits well above what he had before, but also with housing in the luxurious archologies, the great cities built for the rich where they could live protected and sheltered from the horrors of pollution and poverty that could be found in other cities.

Project Galahad was able to reach many milestones for humanity in the transplant, transfusion and artificial organic limbs department. Jonathan could feel the goal of immortality ever closer to his reach, spending many nights dreaming about this grand achievement, the crown jewel of medical research. Such was his investment that he could turn a blind eye to many things, especially when he found out the true purpose of the project. More than just being a vanity project to turn the rich immortal, the Kuroyama would put the use of such technologies to military use. An undying private army that could put fear into anyone challenging the domination of the conglomerate.

But Jonathan was a man of science, one of the few in the project who rarely ever questioned what they were doing, truly believing that everything they were doing was for the greater good. He noticed that some of his colleagues went missing as the project progressed, Jonathan was not naive, he knew very well what that could mean, but he was but a lowly doctor, what could he do? Besides, look at all the great things they were able to achieve, he couldn't possibly stop now, that was his life work, the thing that would make him immortal in the minds of generations.

However, unlike Galahad, just as Gilgamesh failed to reach immortality, so did the Project. In the end, unable to attain the ultimate goal the conglomerate decided to shut down the Project, eventually sending its members to other departments along the country, but Jonathan refused to move on, he tried reviving the project many times but was ultimately denied his ultimate achievement.

Tired of dealing with the now aging doctor's constant attempts to revive a failed project, the company forced an early retirement, sending Jonathan to live in the outskirts, still on the bountiful arcology. But far from a place where he could nag the rich and powerful anymore.

Now kicked out of the one thing that gave his life purpose, stranded from his family or close friends outside of the company Jonathan went back to the things he used to love in his youth, diving right back into fiction to escape from the reality he had built for himself, he chuckled as he once again built necromancer characters for himself, thinking that perhaps this was the hand of fate.

The name of his character? Needless to say.

The building of Galahad

If one were to ask which one was his all time favorite game, the answer would be crystal clear: YGGDRASIL.

An extremely immersive MMORPG game where playing a necromancer was fun, made him feel powerful, had immense variety in the types of undead beings he could summon and not only that, Jonathan could play as a monstrous creature, not only being able to raised the undead but being one as well, that made Jonathan actually divert from his usual strategy to pursue only magic power and actually focus on something new: Being himself the supersoldier he wished to create.

Being an heteromorph was not easy, as they were considered monsters in YGGDRASIL and hunted by NPCs and other players, and Jonathan did not like feeling discriminated even in his beloved online games, specially when escaping reality was all he wanted at this point, but he felt that was a worthy price to pay for the exquisite feeling to being able to play as one of the many monstrous races of YGGDRASIL.

As his race he had chosen to be an angel of the fallen, as he identified with the fall of grace lore behind these creatures, second was to find a way to ascend to a higher form, a spiritual form.

Players in YGGDRASIL could start as ghosts or choose to become one through the proper rituals or items and that was what Jonathan had chosen: A Phantom Angel, a spectral wielder of both divine magic and martial stances that not only surpassed the weaknesses of the living but of physical existence entirely, a mighty commander of the undead.

Jonathan developed a fondness for an aggressive playstyle that would bring terror to his enemies with powerful attacks before easily falling back with his spectral nature and letting the undead soldiers put enemies through a meat-grinder before it was time for him to attack again.

Build

Base Race - Azata-blooded Aasimar (Muse-touched)

Template - Ghost

Class - Gestalt

Spirit Guide Juju Oracle 7 / Steelfist Commando Warlord 7

Ability Scores

- Str - (Incorporeal)
- Con - (Undead/Incorporeal)
- Dex 28 = 22 + 2 (Azata) + 2 (paragraph bonus) + 2 (Belt of Incredible Dex)
- Wis 20 = 20
- Int 21 = 21
- Cha 32 = 23 + 2 (Aasimar) + 4 (Ghost) + 1 (4th level boost) + 2 (Headband of Alluring Charisma)

Combat

- **BAB** +16/+11 = 7 BAB + 9 Dex
- **Greater Unarmed Strike:** (2d6+8) + (2d6) precision damage if the opponent is flat footed + 9 (Dex)
- **Weapons:** Greataxe +1 (Conductive) 1d12
Shield: Heavy Steel Shield +1 (+3 to AC)
Armor: Mithral Shirt +1 (+5 armor/ +6 dex cap)
- **Incorporeal attacks:** A Ghost's attacks bypass (ignore) armor, natural armor or shields, be they magical or not. Although deflection bonuses and force effects (such as mage armor) work normally against it.
- Initiative: 14 = 8 dex + 4 (Improved Initiative) + 2 (Reactionary trait)

Special Attacks:

Corrupting Gaze: The ghost has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su): All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Draining touch: The ghost gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself.

Frightful moan: The ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

***The save DC for all these abilities = 10 + 1/2 ghost's HD + Charisma modifier.
So currently they are DC 24**

Spellcasting:

Orisons: 7

1st level slots: 9

2nd level slots: 9

3rd level slots: 7

1st level know: Obscuring Mist, Liberating Command, Inflict Light Wounds, Cure Light Wounds, Bless, True Strike, Speak with animals.

2nd level know: Summon Monster II, Tongues, Command Undead, Resist Energy, Inflict Medium Wounds, Drunkard's Breath, Hideous Laughter

3rd level know: Summon Monster III, Fear, Dispel Magic, Haste, Bestow Curse

Defense

- Hit Points
 - $HP\ 132 = 55\ (7d10 - 10, 8, 3, 9, 10, 8, 7) + 77\ (Cha/level - Undead)$
- Armor Class

- AC: 34/37 (w/ shield) = 10 + 11 (armor + dex cap) + 11 Char (ghost deflection bonus) + 2 (Steelfist dodge bonus) + 3 (Shield)
- Flat-footed: 26 = 10 + 5 (armor) + 11 (Ghost deflection bonus)
- Touch: 29 = 10 + 6 Dex cap + 11 (Ghost deflection bonus) + 2 (Dodge bonus)
- Saves
 - Fort +28 = 5 Base + 11 Cha (Undead) + 11 Char (Unholy Resilience) + 1 (Cloak of Resistance)
 - Ref +22 = 2 Base + 8 Dex + 11 Cha (Unholy Resilience) + 1 (Cloak)
 - Will +22 = 5 Base + 5 Wis + 11 Cha (Unholy Resilience) + 1 (Cloak)

Immunities:

- Non-magical damage
- Critical Hits
- Poison
- Lightning
- Cold
- Mental Effects (charms, fear, compulsions, patterns, morale and phantasms)
- Bleed
- Paralysis
- Sleep
- Poison
- Stunning
- Disease
- Energy drain
- Ability drain
- Ability damage
- Fatigue
- Exhaustion
- Environmental Hazards
- Being tripped
- Being grappled (except by a weapon with ghost touch)
- All effects that trigger a fortitude save (unless they can also affect objects)

Resistances:

- Channel resistance +4
- All magic weapons and spells only deal 50% damage (except force spells, they deal full damage)
- Acid Resistance 5
- Steelfist Commando Warlord
 - Disciplines: Golden Lion, Solar Wind, Thrashing Dragon, Piercing Thunder, Broken Blade, Steel Serpent, Unquiet Grave
 - Dodge Bonus
 - Warlord's Gambit
 - Tactical Presence
 - Tactical Flanker
 - Tactical Assistance

- Dual Boost
- Warleader
- Force of Personality
- Commando Prowess
- Powerful Pugilist (Unarmed strikes are treated as if the player is one size larger. 1d8 unarmed strike becomes 2d6)
- Spirit Guide Oracle of Jujū
 - Mystery - Jujū
 - Oracle's Curse - Legalistic
 - Orisons
 - Revelation
 - 1st - Spirit Vessels
 - Mystery Spell
 - 2nd - Speak to animals
 - 4th - Hideous Laughter
 - 6th - Fear
 - Bonded Spirit - Current Spirit: Lore
 - Hex - Brain Drain
 - Spirit Magic Spells
 - 1st - Identify
 - 2nd - Tongues
 - 3rd - Locate Object
 - Spirit Ability - Monstrous Insight 13/Day

Items

- [Secure Paypack](#) (4,000 Gold) - Storage
- Robe of Bones (1,200 Gold) - Creates Undead
- Belt of Incredible Dexterity (Found in treasure) - Increases Dex by +2
- Cloak of Resistance +1 (500 Gold) - Increases all saves by +1
- Headband of Alluring Charisma (2,000 Gold) - Increase charisma by +2
- Battle Axe +1 (2075 Gold) - 1d8 Slashing damage (Conductive)
- Heavy Mithral Shield +1 (2020 Gold)
- Mithral Shirt +1 (2100 Gold)
- Voidstick (1250 Gold)
- Rod of Extend Spell (Lesser - 3000 Gold)
- Ring of Forcefangs (Found in treasure)
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- Bonus Item from paragraph: Ring of Mind Shielding (8K)

Feats

- 1st - Undead Master
- Bonus Steelfist Feat (1st) - Improved Unarmed Strike
- Bonus Steelfist Feat (3rd) - Greater Unarmed Strike
- 3rd - Augment Summoning
- 5th - Superior Summons

- Bonus Warlord Feat (6th) - Broken Wing Gambit
- 7th - Summon Guardian Spirit
- Bonus Feat - Summon Evil Monster
- Bonus Juju Oracle Mystery Feat - Control Undead (13/day)
- Bonus Crafting Feat - Craft Wondrous item

Movement

- Fly (Perfect) - 30 Ft (Ghosts are always considered to be flying)

Senses

- Darkvision 60 Ft

Skills

Skill Points: $63 = 4 + 5 * 7$

- Acrobatics* (Dex; ACP) $8 = 8$ Dex
- Appraise (Int) $5 = 5$ Int
- Bluff (Cha)* $21 = 7$ ranks + 3 class + 11 Cha
- Climb* (Dex) $11 = 8$ Dex + 3 (Ghost)
- Craft* (Int) $15 = 5$ Int + 7 ranks + 3 class
- Diplomacy* $23 = 7$ Ranks + 3 class + 11 Cha + 2 (Racial)
- Disable Device = 8 Dex
- Disguise $14 = 11$ Cha + 3 (Ghost)
- Escape Artist* $8 = 8$ Dex
- Fly $11 = 3$ Class + 8 (Ghost)
- Handle Animal (Cha; Trained Only) $11 = 11$ Cha
- Heal* (Wis) $8 = 5$ Wis + 3 class
- Intimidate* (Cha) $21 = 11$ Cha + 7 ranks + 3 class
- Knowledge (arcana) (Int; Trained Only) $15 = 7$ ranks + 3 Ghost + 5 Int
- Knowledge (geography)* (Int; Trained Only) $8 = 3$ class + 5 Int
- Knowledge (local)* (Int; Trained Only) $8 = 3$ class + 5 Int
- Knowledge (dungeoneering)* (Int; Trained Only) $10 = 2$ ranks + 3 class + 5 Int
- Knowledge (engineering)* (Int; Trained Only) $8 = 3$ class + 5 Int
- Knowledge (martial)* (Int; Trained Only) $8 = 2$ class + 5 Int
- Knowledge (history)* (Int; Trained Only) $10 = 3$ class + 5 Int + 2 ranks
- Knowledge (nature)* (Int; Trained Only) $8 = 3$ class + 5 Int
- Knowledge (nobility)* (Int; Trained Only) $8 = 3$ class + 5 Int
- Knowledge (planes)* (Int; Trained Only) $10 = 3$ class + 5 int + 2 ranks
- Knowledge (religion)* (Int; Trained Only) $11 = 3$ ranks + 3 class + 5 Int
- Perception* (Wis) $25 = 7$ Ranks + 3 class + 5 Wis + 2 (Racial) + 8 (Ghost)
- Perform* (Cha) $13 = 11$ Cha + 2 (musetouched)
- Profession* (Wis; Trained Only) $8 = 5$ Wis + 3 (class)
- Ride* (Dex) $11 = 8 + 3$ class
- Sense Motive* (Wis) $15 = 7$ Ranks + 3 class + 5 Wis

- Sleight of Hand (Dex; ACP; Trained Only) 11 = 8 Dex + 3 Ranks
- Spellcraft* (Int; Trained Only) 15 = 5 Int + 7 Ranks + 3 Class
- Stealth* (Dex) 26 = 7 Ranks + 3 class + 8 Dex + 8 (Ghost)
- Survival (Wis) 9 = 6 Wis + 3 (Class)
- Swim* (Dex; ACP) 8 Dex

Special Notes:

- Bralani's step (musetouched): Once a day, move an additional 5ft as part of a movement action
- Once a day you can use "glitterdust" as spell like ability
- Ghost
 - Rejuvenation: In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions
 - Grave trappings: A ghost with this ability may choose a number of items it died with equal to its Charisma modifier to carry with it into death. The ghost continues to be able to use and benefit from these spectral duplicates just as though they were the real things. Weapons and armor are treated as having the ghost touch special ability, while other items act as being incorporeal themselves and can be manipulated by the ghost. Regardless of the type of object, all selected items are treated as being part of the ghost's form and cannot be disarmed or removed from the ghost. Should a ghost be destroyed, its equipment reappears with it upon rejuvenating.
 - Malevolence: Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.
 - Telekinesis: The ghost can use telekinesis as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher).
 - Frightener: The ghost's unique personality manifests even in death. The ghost gains a number of spell-like abilities equal to its Charisma modifier. It may select these abilities from the following list: *animate rope, chill metal, control undead, dancing lights, entangle, faerie fire, fog cloud, ghost sound, heat metal, hideous laughter, invisibility, minor image, open/close, pyrotechnics, scare, sleep, spiritual weapon, soften earth and stone, summon swarm, warp wood* and *whispering wind*. A ghost may use each of these abilities 3 times per day. The DCs are 10 + spell level + the ghost's Charisma modifier.

- Eternal Warrior: The ghost may choose to treat any weapon, armor, or shield with which it is proficient as though it had the ghost touch weapon quality.
- Phantasmagoria: A number of times per day equal to the ghost's Charisma modifier, the ghost can create an elaborate illusion. This illusion functions similarly to the spell *mirage arcana* in combination with multiple major images, allowing the ghost to recreate any scene, setting, or characters it wishes. The ghost can even incorporate itself into the effect, appearing as it wishes within the illusion as if it were under the effects of alter self. The entire illusion can be disbelieved with a Will save. The illusion is treated as a 6th-level spell created by a caster with a level equal to the ghost's CR. If any part of the illusion is dispelled, the entire illusion fades.
- Shroud of despair: As a standard action, the ghost evokes a thin shroud of smoke in a 10-foot radius burst centered on itself. This smoke remains for a number of rounds equal to the ghost's HD. This smoke provides concealment from foes more than 5 feet away and, in addition, any living creature in the smoke or who enters it must make a Will save or be filled with despair as long as they remain in the shroud. Creatures affected in this way suffer the effects of crushing despair, always attempt the save against harmless spells and effects (such as cure light wounds), and refuse to leave the shroud willingly. Affected creatures can attempt a new save as a full-round action. A creature that successfully saves is immune to that same ghost's shroud of despair for 24 hours. This is a mind-affecting effect.
- Paranoia: By whispering suspicious, paranoid delusions to an opponent within 30 feet as a standard action, it can cause the target to become confused (caster level 7th or equal to the ghost's HD, whichever is greater). The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's paranoia for 24 hours. If the ghost attacks the target, it gets another save against this effect. If the target attacks a former ally while under this effect, it must make another Will save. If it fails, the confusion ends but it becomes charmed (as per the charm monster spell, caster level 7th or equal to the ghost's HD, whichever is greater). This is a language-dependent mind-affecting effect.
- Lull: It's touch saps its target's will and lulls the target into a lethargic stupor. It gains a touch attack that deals 1d4 Wisdom damage and causes fatigue. If the target is fatigued, it instead becomes exhausted. If the target is exhausted, it instead falls into a magical sleep, as per the spell (no HD limit, caster level equal to the ghost's HD). If the target is asleep, it instead rises, sleepwalking, under the ghost's full control; treat the target as under the effects of the dominate person and slow spells for a number of rounds equal to the ghost's HD (caster level 9th or equal to the ghost's HD, whichever is greater); after the duration elapses, the creature falls into a magical sleep (see above). The target can resist the attack with a successful Will save. This is a mind-affecting effect.

- Incorporeal (ex): A Ghost's attacks ignore all armor, natural armor and shields, be they magical or otherwise, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures have no weight and do not set off traps that are triggered by weight. An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as blindsight and scent, are ineffective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see
- Bonus Special - Unholy Resilience

Superpower

- Possessor of Knowledge: By touching another creature and remaining like this for one minute the user can copy a number of spells equal to his caster level. If he's already maxed out and wishes to learn another spell he must forget at least one that he has memorized in this manner in order to learn another. Forgotten spells cannot be added again until the power is used once more on someone who knows the spell. The user can copy any spell that a spontaneous spellcaster has on their list of known spells but for prepared spellcasters he may only copy the spells that the caster has already prepared. Regardless of the class of the creature whose spell was copied, when the user casts he always utilizes their own class casting stat.

Traits

- Defensive strategist - Cannot be caught flat footed
- Reactionary: +2 to initiative checks
- Bonus Trait -

Mythic Feats

Hierophant Path/Champion Path
 Fleet Charge Champion's Strike
 Dual Path Mythic Feat
 +5 Hit Points
 Hard to Kill
 Mythic Power
 Surge 1d6

Animal companion

Name: Shere Khan

Species: Umbral Half-Dragon Warcat

Size: Large

Speed: 40 ft (walk) 80ft (Fly)

AC: 31 = 10 + 14 (natural armor) + 3 (dex) + 4 (armor)

Hitpoints: 82 (8+6+6+6+8+7) + (Con x 6) = 41 + 42

Str: 33 = 23 (base) + 8 (half-dragon) + 2 (animal companion bonus)

Dex: 16 = 15 (base) - 2 (large size) + 2 (animal companion bonus) + 1 (stat increase)

Con: 24 = 18 (base) + 6 (half dragon)

Wis: 11

Int: 4 = 2 (base) + 2 (half-dragon)

Charisma: 7 = 5 (Base) + 2 (half dragon)

Attacks: Breath weapon (6d8)

Bite (1d8)

2 claws (1d6)

Special attacks: Grab, pounce, rake (1d6)

Feats: Evasion (free)

1st- Power Attack

2nd- Intimidating Prowess (Str to Intimidation)

3rd- Cornughon Smash

Skills:

[Acrobatics](#)* (Dex) 6

Athletics (Str) 11

[Climb](#)* (Str) 11

[Escape Artist](#) (Dex) 6

[Fly](#)* (Dex) 6

[Intimidate](#) (Cha) 13

[Perception](#)* (Wis) 5

[Stealth](#)* (Dex) 7

[Survival](#) (Wis) 3

[Swim](#)* (Str).14

Shere Khan is a ferocious and cruel animal with a misanthropic view on life and a firm believer in the law of the strongest, where he stands as an apex predator. Refuses to let any creature who he deems weak to ride him and looks down on acts of kindness or benevolence towards those, feeling great joy in tormenting the weak before killing and eating them. Despite being the mount of an undead player, it actually dislikes undead and constructs, believing them to be boring due to not being able to feel pain or fear and according to himself "tasting absolutely awful". Looks up towards dragons as the absolute peak of predators and wishes to become a full dragon one day. Not a very smart creature, usually underestimating his opponents and being rather easy to win over by appealing to his ego.

Zhang Guolao

Noble Drow Lich

Class: Pact Exploiter Wizard 5 / Kensai Magus 5

Hitpoints: 68 (8+5+8+6+6) + (7*5)

AC: 28 = 10 + 8 (Dex) + 5 (Canny Defense) + 5 (Natural Armor)

FF: 19

Touch: 26

Saves: Fort +14/ Ref +14/ Will +12

BAB: +10

Arcane pool: 11

Arcane Reservoir: 8

Weapon: Katana +1 (Keen) Crit Range: 15-20

Stats:

Str: 16

Dex: 26 = 22 + 4 (Racial)

Con: - (Undead)

Int: 26 = 22 + 2 (Lich) + 2 (Racial)

Wis: 16 = 12 + 2 (Lich) + 2 (Racial)

Cha: 24 = 19 + 2 (Lich) + 1 (Level) + 2 (Racial)

Feats:

1st - Intensified Spell

1st (Magus Bonus) - Weapon Focus (Katana)

3rd-

5th-

Skill points = 2 + 8 = 10 * 5 = 50 points

- Acrobatics* (Dex; ACP) 8 = 8 Dex
- Appraise (Int) 11 = 8 Int + 3 (class)
- Bluff (Cha)* 15 = 5 ranks + 3 class + 7 Cha
- Climb* (Dex) 11 = 8 Dex + 3
- Craft* (Int) 16 = 8 Int + 5 ranks + 3 class
- Diplomacy* 15 = 5 Ranks + 3 class + 7 Cha
- Disable Device 8 = 8 Dex
- Disguise 10 = 7 Cha + 3 (Lich)
- Escape Artist* 8 = 8 Dex

- Fly 16 = 8 + 3 Class + 5 ranks
- Handle Animal (Cha; Trained Only) 7 = 7 Cha
- Heal* (Wis) 6 = 3 Wis + 3 class
- Intimidate* (Cha) 15 = 7 Cha + 5 ranks + 3 class
- Knowledge (arcana) (Int; Trained Only) 16 = 5 ranks + 3 class + 8 Int
- Knowledge (geography)* (Int; Trained Only) 11 = 3 class + 8 Int
- Knowledge (local)* (Int; Trained Only) 11 = 3 class + 8 Int
- Knowledge (dungeoneering)* (Int; Trained Only) 11 = 3 class + 8 Int
- Knowledge (engineering)* (Int; Trained Only) 11 = 3 class + 7 Int
- Knowledge (martial)* (Int; Trained Only) 11 = 3 class + 8 Int
- Knowledge (history)* (Int; Trained Only) 11 = 3 class + 8 Int
- Knowledge (nature)* (Int; Trained Only) 11 = 3 class + 8 Int
- Knowledge (nobility)* (Int; Trained Only) 11 = 3 class + 8 Int
- Knowledge (planes)* (Int; Trained Only) 13 = 2 ranks + 3 class + 8 int
- Knowledge (religion)* (Int; Trained Only) 14 = 3 ranks + 3 class + 8 Int
- Perception* (Wis) 22 = 5 Ranks + 3 class + 3 Wis + 8 (Lich)
- Perform* (Cha) 7 = 7 Cha
- Profession* (Wis; Trained Only) 3 = 3 Wis
- Ride* (Dex) 11 = 7 + 3 class
- Sense Motive* (Wis) 21 = 7 Ranks + 3 class + 3 Wis + 8 Lich
- Sleight of Hand (Dex; ACP; Trained Only) 10 = 7 Dex + 3 Ranks
- Spellcraft* (Int; Trained Only) 15 = 7 Int + 5 Ranks + 3 Class
- Stealth* (Dex) 24 = 5 Ranks + 3 class + 8 Dex + 8 (Lich)
- Survival (Wis) 6 = 3 Wis + 3 (Class)
- Swim* (Dex; ACP) 7 Dex

He Xiang

Azata Aasimar Ghost

Arcane bloodline Sorcerer 5 / Warrior Poet Samurai 5

AC: 31 (Dex + Ghost Cha Deflection + Warrior Poet Cha unarmed defense)

FF: 19

Touch: 31

Hitpoints: 85 (10+4+7+9+10) + (Cha 9x5)

BAB: +12

Saves: Fort +22 / Ref +17 / Will +17

Stats:

Str: -

Con: -

Dex: 24 (21 + 2 + 1)

Int: 12

Wis: 18

Charisma: 28 (22+4+2)

Cao Guojia

Human Stellar Vampire

Tyrant Antipaladin 5 / Spirit Guide Oracle 5

Hitpoints: 69 (10+8+5+9+7) + (6*5)

AC: 28

FF: 21

Touch: 22

Saves: Fort +16 / Ref +14 / Will +14

Stats:

Str: 28 (22 + 4 + 2)

Dex: 25 (19 + 6)

Con: - (Undead)

Int: 14 (12 + 2)

Wis: 18 (14 + 4)

Cha: 23 (21 + 2)

[Spoiler=Vital] HP: 132/132 | AC:37/FF:26/Touch:29 | BAB:+16/+11[spoiler=Vital] [Spoiler: Spells] 1st: 9/9 | 2nd:9/9 | 3rd:7/7 [/spoiler] [Spoiler=Special] Undead Traits | Incorporeal Traits | Channel Resistance +4 | Init: +11[/Special]