

lvl 12 [Martial Master](#) [Mutagen Warrior](#) LG [Focused Study Human](#)

Str 21(25) 29*
Dex 13
Con 14
Int 13 11*
Wis 10
Cha 8

Health : 124 = 4 + lvl*10(6+con+feat+fav)

Damage:

AC: 33 = 10 + 13AC + 1dex + 3def + 5nat* + 1dodge || touch: 14 || flat: 31

Fort: 14 = 8+Con+res

Ref : 9 = 4+Dex+res

Will : 11 = 4+Wis+res+trait+feat

Bravery(+3 vs fear)

BAB: 12 INT: 1

CMB: 21 = BAB + Str*

CMD: 36 = 10 + BAB + Str* + Dex + Def + Dodge

Bufs:

Attacks: PA -4/+8

+3 Greatsword +22/17/12 2d6+13

PA +18/13/8 2d6+25

M+PA +20/15/10 2d6+28

MF+M+PA +22/17/12 2d6+28

MW Composite Longbow Mighty 7 100/100

+14/9/4 1d8+7/x3 110ft

MF +16/11/6 1d8+7/x3 110ft

MF +11/6/1 1d8+15/x3 110ft

Wings 40ft +10 fly 12/12 minutes

Martial Flexibility(6+lvl/2) 12/12

1 swift, 2 move

Feats:

Toughness, Skill Focus(Perception),Intimidating Prowess

Combat Reflexes

Iron Will

Power Attack

Extra Martial Flexibility

Combat Expertise

Dodge

Skill Focus(Fly)

Improved Unarmed Strike

Intimidate	12	-1	9*	23
Perception	12	0	7	22
Climb	1	9*	-5	8
Knowledge (engineering)	9	0*		12
Survival	1	0		4
Swim	1	9*	-5	8

Fly	12	1	6+10-5	24

Languages: Common, Celestial

Traits: Indomitable Faith(+1 will saves), Seeker(+1 perception and class skill)

MF combos [PRD only]

5:

Move(1)- Blind-Fight, Lunge(at 6), Catch Off-Guard, Deadly Aim, Improved Maneuver(except grapple), Stand Still, Step Up, Cleave, Exotic Weapon Proficiency, Improved Unarmed Strike, Rapid Reload, Throw Anything, Point Blank Shot, Vital Strike, Weapon Focus, Bloody Assault, Bodyguard, Enforcer, Furious Focus, Gang Up, Saving Shield, Shield of Swings, Swift Aid, Coordinated Defense, Coordinated Maneuvers, Outflank, Paired Opportunist, Precise Strike, Shield Wall, Swap Places, Amateur Gunslinger, Bludgeoner, Death from Above, Defensive Weapon Training, Distance Thrower, Flanking Foil, Hammer the Gap, Opening Volley, Performance Weapon Mastery, Prone Slinger, Two-Handed Thrower, Deflect Arrows, Critical Effect feats, Strike Back, Combat Patrol, Dazing Assault, Shadow Strike(not useful), Side Step, Stunning Assault(at 16), Deadly Finish

9:

Move(2)- Any two Move(1), Greater Maneuver(except grapple), Cleave+Great Cleave, IUS+Deflect Arrows(until 12), Bludgeoner+Enforcer, Improved Trip+Felling Smash, EWP+Net Adept, IUS+Improved Grapple, WF+Prone Shooter, EWP(firearms)+Rapid Reload, Point Blank Shot+Precise Shot, PBS+Rapid Shot, WF+Stage Combatant, WF+Whip Mastery, Disruptive+Spellbreaker(at 10), Mobility+Spring Attack, Improvised Weapon Mastery, SF+Greater Shield Focus, WF+Dazzling Display, WF+Greater Weapon Focus, WF+Weapon Specialization, WF+Penetrating Strike(at 12), Bodyguard+In Harm's Way, IBR+Bull Rush Strike, IO+Charge Through, Mobility+Combat Patrol(until 14), SF+Covering Defense, ID+Disarming Strike, Improved Critical+Critical Effect

Feats, Step Up+Following Step, Gang Up+Team Up, Blind-Fight+Improved
Blind-Fight(at 10), Improved Trip+Ki Throw, SF+Missile Shield, SC+Improved
Second Chance, SF+Shield Specialization, Mobility+Side Step(until 14),
IS+Sundering Strike, IG+Body Shield, PBS+Charging Hurler, IG+Chokehold,
WF+Close Quarters Thrower,
Swift(1)- Any Move(1),Second Chance, Death from Above, Death or Glory, Vicious
Stomp