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IVI 12 Martial Master Mutagen Warrior LG Focused Study Human
Str
      21(25) 29*
Dex
      13
Con
      14
             11*
Int
      13
Wis
      10
Cha 8
Health: 124 = 4 + |v|^*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
Buffs:
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
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Critical Focus Mobility Pindown Disruptive

Class features:

Mutagen

bravery +3

Martial Flexibility(move action)

wings

MF(1 swift, 2 move)

infuse mutagen

Items: 266 lbs or less, 533, 800|| 88.5lbs

Mutagen Max Load: 1400 lbs

Gold: 2190

Traveler's outfit 10lbs 1g

Armor: +4 Full Plate +13 AC/1dex/-5ACP 50lbs 16,350g

Belts: Belt of Giants Strength +4 16,000g

Body: Chest: Eyes: Feet: Hands: Head: Headband:

Neck: Amulet of Natural Armor +3 18,000g **Ring (up to two)**: Ring of Deflection +3 18,000g

Shield: Shoulders:

Cloak of Resistance +4 16,000g

Wrist: Weapons:

+3 Greatsword 2d6+3/19-20 x2 8lbs 18,350g MW Composite Longbow Mighty 7 3lbs 1100g

1d8+7/x3 110ft

Wands:

Backpack 2 lbs 2g
Infused Mutagen X2 2000g

100 Arrows 15lbs 5g

Sack ½ lbs 2g

Skills: 2+int+human = 4 per level ||

Ranks	Attribute Mods	Misc. Mods	Total Mod(+3 class Bonus)
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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