

Cernan the Swift

Male garuda-blooded aasimar (plumekith) fighter
(archer) 2/monk (qinggong monk, zen archer) 13 - CL15
- CR 14

Neutral Good Outsider (Native); Deity: **Erastil**; Age: **34**;
Height: **6' 3"**; Weight: **175 lb.**; Eyes: **Dark**; Hair: **Black**;
Skin: **Brazen**

Ability	Score	Modifier	Temporary
STR STRENGTH	14/16	+2/+3	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	20/24	+5/+7	
CHA CHARISMA	14/18	+2/+4	

Angelic Blood: +2 to stabilize

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14	=	+11	+3			
	Angelic Blood: +2 vs. [evil]						
REFLEX (DEXTERITY)	+12	=	+8	+4			
	Angelic Blood: +2 vs. [evil]						
WILL (WISDOM)	+15	=	+8	+7			
	Angelic Blood: +2 vs. [evil]						

Energy Resistance, Acid (5)	Energy Resistance, Electricity (5)
Energy Resistance, Cold (5)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 25	=		+4					+4

Touch AC 25	Flat-Footed AC 21
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Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

	BAB	Strength	Size	Misc
CM Bonus +14	=	+11	+3	-

Trick Shooter: +2 to ranged combat maneuvers

	BAB	Strength	Dexterity	Size
CM Defense 39	=	10	+11	+3

Trick Shooter: +2 to ranged combat maneuvers

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+11	HP	125
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Initiative	+4	Damage / Current HP	
Speed	30 / 70 ft		

+1 adaptive distance endless ammunition shock

Ranged, both hands: **+22/+17/+12**,

1d8+7 plus 1d6 electricity

Ranged Flurry: **+24/+24/+19/+19/+14**,

1d8+7 plus 1d6 electricity

Crit: x3

Rng: 230'

2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+19	DEX (4)	10	
Speed greater/less than 30 ft. : +16 to jump				
Appraise	+1	INT (1)	-	
Bluff	+4	CHA (4)	-	
Climb	+3	STR (3)	-	
Craft (bows)	+16	INT (1)	10	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+12	DEX (4)	5	
Fly	+24	DEX (4)	15	
Heal	+7	WIS (7)	-	
Intimidate	+4	CHA (4)	-	
Knowledge (history)	+15	INT (1)	10	
Knowledge (religion)	+14	INT (1)	10	
Perception	+26	WIS (7)	15	
Ride	+4	DEX (4)	-	
Sense Motive	+19	WIS (7)	9	
Stealth	+4	DEX (4)	-	
Survival	+7	WIS (7)	-	
Swim	+3	STR (3)	-	

Feats

Angel Wings
Angelic Blood
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Clustered Shots
Deadly Aim -3/+6
Fleet (fly only)
Fleet (fly only)
Hover
Improved Precise Shot
Improved Unarmed Strike
Martial Weapon Proficiency - All
Mobility
Monk Weapon Proficiencies
Perfect Strike (3d20, 13/day)
Point Blank Master (Longbow)
Point-Blank Shot
Precise Shot
Ranged Disarm
Ranged Trip
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Trick Shooter
Weapon Focus (Longbow)
Weapon Specialization (Longbow)

Traits

Enlightened Warrior
Scholar of the Ancients

Blessed Lightning

Ranged, both hands:
+22/+17/+12, 1d8+7 plus 2d6
vs. evil and 1d6 electricity

Crit: x3+2d10
 electricity+2d8
 sonic+deafened

Ranged Flurry:

+24/+24/+19/+19/+14, 1d8+7
plus 2d6 vs. evil and 1d6
electricity

Unarmed strike

Main hand: **+14/+9/+4, 2d8+3**

Crit: x2
 Light, B

Gear

Total Weight Carried: 39.5/230 lbs, Encumbrance Ignored

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 adaptive distance endless ammunition shock	1.5 lbs
Adamantine arrows x50 <i><In: Efficient quiver (51</i>	0.15 lbs
Artisan's tools, masterwork (Craft [bows]) <i><In:</i>	5 lbs
Backpack (18 @ 29.5 lbs)	2 lbs
Bedroll <i><In: Backpack (18 @ 29.5 lbs)></i>	5 lbs
Belt of physical perfection +2	1 lb
Belt pouch (1 @ 0 lbs)	0.5 lbs
Blessed Lightning	1.5 lbs
Bracers of archery, greater	1 lb
Candle x10 <i><In: Backpack (18 @ 29.5 lbs)></i>	-
Efficient quiver (51 @ 9 lbs)	2 lbs
Explorer's outfit (Free)	-
Flint and steel <i><In: Backpack (18 @ 29.5 lbs)></i>	-
Headband of mental prowess +4 (Wis, Cha)	1 lb
Mess kit <i><In: Backpack (18 @ 29.5 lbs)></i>	1 lb
Money <i><In: Belt pouch (1 @ 0 lbs)></i>	-
Monk's robe	1 lb
Pot <i><In: Backpack (18 @ 29.5 lbs)></i>	4 lbs
Ring of sustenance	-
Rope <i><In: Backpack (18 @ 29.5 lbs)></i>	10 lbs
Soap <i><In: Backpack (18 @ 29.5 lbs)></i>	0.5 lbs
Waterskin <i><In: Backpack (18 @ 29.5 lbs)></i>	4 lbs

Special Abilities

Abundant Step (Su)
 Darkvision (60 feet)
 [N/A] Endless Ammunition
 Endless Ammunition
 Fast Movement (+40 ft.)
 Flurry of Blows +13/+13/+8/+8/+3 (Ex)
 Fly (40 feet, Average)
 Impervious
 Ki Archery (Su)
 Ki Arrows (Su)
 Ki Defense +4 (Su)
 Ki Flurry (Su)
 Ki Pool (13/day) (Su)
 Ki Speed (Su)
 Ki Strike, Cold Iron/Silver (Su)
 Ki Strike, Lawful (Su)
 Ki Strike, Magic (Su)
 Liberating
 Reflexive Shot (Ex)

Experience & Wealth

Experience Points: **635000**/890,000
 Current Cash: **5,250 gp, 16 sp, 17 cp**

Special Abilities

Reinforced
 Scion of Humanity
 Seeking
 Thundering (DC 14)
 Trick Shot (Su)
 Unarmed Strike (2d8)
 Zen Archery (Su)

Spell-Like Abilities

Barkskin (self only, 1 Ki) (Sp)
 Ki Leech (0 Ki) (Sp)
 Restoration (self only, 2 Ki) (Sp)
 True Strike (self only, 1 Ki) (Sp)

Tracked Resources

Adamantine arrows	□□□□□ □□□□□
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Ki Pool (13/day) (Su)	□□□□□ □□□□□
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Perfect Strike (3d20, 13/day)	□□□□□ □□□□□
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Languages

Common
 Draconic
 Thassilonian

Sourcebooks Used

- **Advanced Player's Guide** - Archer (archetype); Perfect Strike (feat); Point Blank Master (feat); Zen Archer (archetype)
- **Advanced Race Guide** - Angel Wings (feat); Angelic Blood (feat); Scion of Humanity (alternate racial trait)
- **Advanced Race Guide / Advanced Races Compendium / Bestiary / Blood of Angels / Inner Sea Races** - Aasimar (race)
- **Blood of Angels** - +2 WIS (race option); Enlightened Warrior (trait)
- **Blood of Angels / Inner Sea Races** - Garuda-Blooded Aasimar (Plumekith) (race option)
- **Inner Sea Races / Inner Sea World Guide** - Thassilonian (language)
- **People of the Wastes** - Reinforced (item power)
- **Ranged Tactics Toolbox** - Ranged Disarm (feat); Ranged Trip (feat); Trick Shooter (feat)
- **Rise of the Runelords Anniversary Edition** - Scholar of the Ancients (trait)
- **Ultimate Combat** - Clustered Shots (feat)
- **Ultimate Equipment** - Adaptive (item power); Endless Ammunition (item power); Adaptive (item power); Endless Ammunition (item power); Impervious (item power); Mess kit (equipment)
- **Ultimate Magic** - Barkskin (self only, 1 Ki) (special ability); Ki Leech (0 Ki) (special ability); Qinggong Monk (archetype); Restoration (self only, 2 Ki) (special ability); True Strike (self only, 1 Ki) (special ability)
- **Weapon Master's Handbook** - Liberating (item power)