Chen Stormstout, 4th-Level Fighter/ 3rd-Level Healer/ 10th-Level Brewmaster

Pandaren Brewmaster

	Medium Humanoid (Independent)
Hit Dice:	4d10+3d8+10d10+88 (182 hp)
Initiative:	+1 (+1 Dex)
Speed:	20 ft. (4 squares), climb 15 ft.
Armor Class:	27 (+1 Dex, +10 armor, +4 deflection, +2 natural), touch 15, flat-footed 26
Base Att/Grapple:	+16/+21
Attack:	*Frostguard* +23 melee (2d4+19/18-20 plus chill) or bite +21 melee (1d6+15)
Full Attack:	*Frostguard* +23/+18/+13/+8 melee (2d4+19 plus 1d6 cold/18-20 plus chill); or bite +21 melee (1d6+15) and 2 claws +16 melee (1d4+12)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Drunken brawler, critical strike, *chain lightning* 3/day, *dispel magic* at will, *lingering breath of fire* 10/day, mass *drunken haze* 10/day, spells, *storm, earth & fire* 3/day
Special Qualities:	Low-light vision, bear necessity, evasion, fast healing 1, healing touch, spirit harvest, spontaneous casting (*cure wounds* spells), quadrupedal movement
Saves:	Fort +21, Ref +8, Will +12
Abilities:	Str 20,Dex 16,Con 20,Int 14,Wis 16, Cha 14
Skills:	Balance +4, Climb +11, Diplomacy +7, Escape Artist -1, Handle Animal +3, Heal +10, Hide -1, Jump +1, Listen +8, Move Silently -1, Profession (brewer) +26, Survival +5, Swim -2, Tumble +4
Feats:	Brew Potion, Combat Expertise, Devoted Leadership, Dodge, Great Fortitude, Lightning Reflexes, Iron Will, Power Attack, Self-Sufficient, Skill Focus: (Profession [brewer]), Toughness
Environment:	Any land or underground
Organization:	Unique
Challenge Rating:	17
Treasure:	*Bladebane armor, cap of Raiden, Frostguard, keg of ale, orb of lightning, ring of superiority, runed gauntlets, thunderlizard diamond*
Alignment:	Neutral Good
Advancement:	—
Level Adjustment:	—

This creature appears to be a bipedal panda, standing just over 5 feet tall. He wears black robes and a wide-brimmed hat. He carries a sword in one hand, but his other arm is clutching a huge barrel of ale, which he lifts effortlessly and takes a drink from, with a wide grin.

Description

A skilled brewmaster, Chen Stormstout set out from the hidden island of Pandaria to seek out new ingredients for his various concoctions. He surmised that he could create a great brew if he came into possession of a barrel of thunderwater, the eggs of a thunder phoenix, and a sprig of thunderbloom. It was too perilious for him to seek these well-guarded treasures alone, however, but he was able to convince the beastmaster Rexxar and the shadow hunter Rohkan to recover these ingredients for him. When they returned, the brew Chen had concocted was overly potent, and Rexxar began to wonder if Chen was attempting to poison him. The pandaren decided he'd have to work on the recipe further. In the mean time, he decided to accompany Rexxar and Rokhan on their missions, to seek out adventure in these new lands for himself.

Combat

Chen is a jolly panda, more concerned with creating new and exotic beverages than seeking out combat. When the situation calls for it, however, Chen quickly shows that he is a deceptively powerful warrior.

Bear Necessity: Chen can hold his ale unlike any other. He may inbibe half a gallon of ale (hereafter referred to as one 'drink') as a full-round action. Chen also gains a +20 resistance bonus to his Fortitude save when making a save against intoxication.

Critical Strike (Ex): Chen's overwhelming strength and power can cause greater than normal critical strikes. Once per day, when scoring a critical threat, Chen may delcare it as a critical strike. If the critical confirms, the brewmaster deals 1d4 points of temporary Strength damage to the target in addition to the normal (critical) damage.

Drunken Brawler (Ex): Chen may look drunk, but he is a fearsome warrior. As long as Chen has drank at least a gallon of ale within the past hour, he gains a +5 dodge bonus against any one target in melee,

of his chosing (this supercedes the dodge feat, but otherwise functions the same way). In addition, whenever the brewmaster rolls a successful melee attack, roll 1d8 d4s of additional damage. This extra damage is not multiplied on a critical hit.

Evasion (Ex): If Chen is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as fireball or a serpent ward), he takes no damage with a successful saving throw. Evasion can only be used if Chen is wearing light armor or no armor.

Lingering Breath of Fire: Chen knows how to ignite the ale within him. If he is carrying a flask of ale or a like amount of alcohol, as a standard action, he may draw it, take a drink, and breathe a cone of fire from his mouth. This attack deals 2d4+10 points of damage. Targets can attempt a Reflex save (DC 25) for half damage. Chen may use this ability 10/day. This otherwise functions as the *breath of fire* spell, as cast by a 10th level sorcerer.

If Chen hits a foe under the effects of *drunken haze* with this effect, rather than taking normal burn damage, they take 2d4+10 points of fire damage each round until the flames are extinguished (for a maximum of 10 rounds).

Greater Drunken Haze: Chen has the ability to toss ale onto his foes. If Chen is carrying a flask of ale or a like amount of alcohol, as a standard action, he may draw it and douse his foes with it. He may affect up to 10 targets, as long as no two of them are more than 10 ft. apart. The targets recieve a -2 penalty to Dexterity, and, because theirr vision is blurred, all opponents have concealment against them. In addition, they automatically catches on fire if they suffer at least 1 point of fire damage. Chen may use this ability 10/day. This otherwise functions as the drunken haze spell, as cast by a 10th level sorcerer.

Spells: As a 3rd-level healer.
Typical Divine Spells Prepared (4/3/2; save DC 13 + spell level): 0-*create water, detect magic, mending, purify food and drink*; 1st-*bless water, divine favour, shield of faith*; 2nd-*hold person, silence.*

Spirit Harvest: Chen knows which plants, berries, and fungi harbor the most powerful spirits. Chen may make a DC 15 Survival check each hour spent in the wilderness, searching for rare ingredients. If successful, Chen may reduce the base cost of the brew he wishes to create by 1000 gp. Chen must still pay 1/2 the value in gp and 1/25th the value in XP when creating the brew, but these values are based on the new, lowered number.

Storm, Earth & Fire: 3/day, Chen may use Storm, Earth and Fire as a 10th level sorcerer. The statistics of his elemental aspects are given below.



Chen's Essence of Earth, male pandaren Ftr-4/Hlr-3/Brw-10: CR 16; Medium humanoid, HD 4d10+3d8+10d10+122, hp 216; Init +1; Spd 20 ft. Climb 15 ft.; AC 27, touch 15, flat-footed 26; Base Atk +21; Grp +28; Atk *Frostguard* +30 melee (2d4+22 plus 1d6 cold/18-20 plus chill plus Fort DC 25 or stun) or bite +28 melee (1d6+17 plus Fort DC 25 or stun); Full Atk *Frostguard* +30/+25/+20/+15 melee (2d4+22 plus 1d6 cold/18-20 plus chill plus Fort DC 25 or stun); or bite +28 melee (1d6+17 plus Fort DC 25 or stun) and 2 claws +23 melee (1d4+13 plus Fort DC 25 or stun); Space/Reach 5 ft./5 ft.; SA drunken brawler, critical strike; SQ low-light vision, bear necessity, DR 5/--, evasion, fast healing 1, SR 20, quadrupedal movement; AL NG; SV Fort +28, Ref +13, Will +17; Str 24, Dex 12, Con 24, Int 14, Wis 16, Cha 14.
Languages Spoken: Common, Darnassian, Pandaren.
Skills: Balance +4, Climb +13, Diplomacy +7, Escape Artist -1, Handle Animal +3, Heal +10, Hide -1, Jump +3, Listen +8, Move Silently -1, Profession (brewer) +26, Survival +5, Swim +0, Tumble +4.
Feats: Brew Potion, Combat Expertise, Devoted Leadership, Dodge, Great Fortitude, Lightning Reflexes, Iron Will, Power Attack, Self-Sufficient, Skill Focus (Profession [brewer]), Toughness.
Possessions: *Bladebane armor, cap of Raiden, frostguard, keg of ale, orb of lightning, ring of superiority, runed gauntlets.*

Chen's Essence of Fire, male pandaren Ftr-4/Hlr-3/Brw-10: CR 16; Medium humanoid, HD 4d10+3d8+10d10+88, hp 182; Init +1; Spd 20 ft. Climb 15 ft.; AC 27, touch 15, flat-footed 26; Base Atk +21; Grp +24; Atk *Frostguard* +26 melee (2d4+16 plus 1d6 cold plus 1d8 fire/18-20 plus chill) or bite +24 melee (1d6+13 plus 1d8 fire); Full Atk *Frostguard* +26/+21/+16/+11 melee (2d4+16 plus 1d6 cold plus 1d8 fire/18-20 plus chill); or bite +24 melee (1d6+13 plus 1d8 fire) and 2 claws +19 melee (1d4+11 plus 1d8 fire); Space/Reach 5 ft./5 ft.; SA drunken brawler, critical strike, immolation aura; SQ low-light vision, bear necessity, evasion, fast healing 1, fire immunity, quadrupedal movement; AL NG; SV Fort +26, Ref +13, Will +17; Str 16, Dex 20, Con 20, Int 14, Wis 16, Cha 14.
Languages Spoken: Common, Darnassian, Pandaren.
Skills: Balance +4, Climb +9, Diplomacy +7, Escape Artist -1, Handle Animal +3, Heal +10, Hide -1, Jump -1, Listen +8, Move Silently -1, Profession (brewer) +26, Survival +5, Swim -4, Tumble +4.
Feats: Brew Potion, Combat Expertise, Devoted Leadership, Dodge, Great Fortitude, Lightning Reflexes, Iron Will, Power Attack, Self-Sufficient, Skill Focus (Profession [brewer]), Toughness, Weapon Finesse.
Immolation Aura: All creatures (except the earth or storm copies) within 5 feet take 1d6 points of fire damage per round.
Possessions: *Bladebane armor, cap of Raiden, frostguard, keg of ale, orb of lightning, ring of superiority, runed gauntlets.*

Chen's Essence of Storm, male pandaren Ftr-4/Hlr-3/Brw-10: CR 16; Medium humanoid, HD 4d10+3d8+10d10+88, hp 182; Init +1; Spd 20 ft. Climb 15 ft.; AC 27, touch 15, flat-footed 26; Base Atk +21; Grp +26; Atk *Frostguard* +28 melee (2d4+19 plus 1d6 cold plus 1d8 electricity/18-20 plus chill) or bite +26 melee (1d6+15 plus 1d8 electricity) or lightning ball +24 ranged touch (2d8 electricity); Full Atk *Frostguard* +28/+23/+18/+13 melee (2d4+19 plus 1d6 cold plus 1d8 electricity/18-20 plus chill); or bite +26 melee (1d6+15 plus 1d8 electricity) and 2 claws +21 melee (1d4+12 plus 1d8 electricity) or or lightning ball +24/+19/+14/+9 ranged touch (2d8 electricity); Space/Reach 5 ft./5 ft.; SA drunken brawler, critical strike, sneak attack +2d6; SQ low-light vision, bear necessity, electricity immunity, evasion, fast healing 1, invisibility (self only) at will, quadrupedal movement; AL NG; SV Fort +26, Ref +13, Will +17; Str 20, Dex 16, Con 20, Int 14, Wis 16, Cha 14.
Languages Spoken: Common, Darnassian, Pandaren.
Skills: Balance +4, Climb +11, Diplomacy +7, Escape Artist -1, Handle Animal +3, Heal +10, Hide -1, Jump +1, Listen +8, Move Silently -1, Profession (brewer) +26, Survival +5, Swim -2, Tumble +4.
Feats: Brew Potion, Combat Expertise, Devoted Leadership, Dodge, Great Fortitude, Lightning Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Self-Sufficient, Skill Focus (Profession [brewer]), Toughness.
Possessions: *Bladebane armor, cap of Raiden, frostguard, keg of ale, orb of lightning, ring of superiority, runed gauntlets.*