



Minwu wears a white turban with a white cloth covering his mouth, and wears a white robe with a gold pieces of plate in them. His turban and cloak are adorned with red gems and he is shown carrying a red and blue spiked shield. He has short brown hair, dark brown skin, and blue eyes.

A white mage from the magical land of Mysidia, Minwu draws on his vast knowledge and powerful spellcasting ability to support the rebel forces in their cause. He has also proven a courageous ally, often volunteering to partake in dangerous missions

Minwu is naturally a person who takes care of the wounded, and is loyal to his nation, often acting like an adviser. He usually talks in a way that things "are by fate have to happen," so he may have an external locus of control.

Minwu

CR 1

XP 400

Male Hume White Mage 1

LG Medium Humanoid

Init +7; **Senses** Perception +8

Defense

AC 17, touch 13, flat-footed 14 (+4 armor [-4 without mage armor], +3 Dex)

HP 7 (1d6+1); MP 4

Fort +1, Reflex +3, Will +6

Offense

Speed 30 ft.

Ranged Power Staff [Holy] +3 (30 ft.; 1d6+4)

Limit Breaks [Breath of Earth](#), [Healing Wind](#)

White Mage Spells Known (CL 1st, Concentration +5)

- 1st – Blind (DC 15), Cure (DC 15), Mage Armor, Protect, Regen, Shell, Sleep (DC 15)
- 0th – Detect Magic, Read Magic, Guidance, Stabilize

Tactics

During Battle Minwu begins combat by casting Mage Armor, unless he already has it active. Minwu buffs and heals allies with his spells, while staying out of melee. He will attack with his power staff when not able to support with spells.

Statistics

Str 10, Dex 16, Con 13, Int 12, Wis 18, Cha 10

Base Atk +0; CMB +0; CMD 13

Feats Extra MP, Improved Initiative

Skills Heal +8, Knowledge (Arcana) +5, Perception +8, Spellcraft +5

Languages Common and one more

SQ [Spell Proficiency](#), [White Magery](#) (Increased Healing +1)

Combat Gear Power Staff (Holy), Scroll of Dia; Other Gear Scroll Tube, Backpack, Bedroll, 1-Pint Flask, Trail Rations x3.

*Minwu puts all of his favored class bonus into extra Skill Ranks

**If playing in a campaign that allows traits, Minwu gains the “Reactionary” and “Resilient Caster” traits.

Minwu

CR 5

XP 1,600

Male Hume White Mage 5

LG Medium Humanoid

Init +7; Senses Perception +13

Defense

AC 19, touch 15, flat-footed 15 (+4 armor [-4 without mage armor], +3 Dex, +1 dodge, +1 deflect)

HP 32 (5d6+10); MP 23

Fort +3, Reflex +4, Will +9

Offense

Speed 30 ft.

Ranged +1 Power Staff [Holy] +7 (30 ft.; 1d6+7)

Special Abilities [Lay on Hands](#) (Heal 2d6; 7/day), [Divine Seal](#) (1/day), [Metamagic Enhancement](#) (5/day)

Limit Breaks [Breath of Earth](#), [Healing Wind](#)

White Mage Spells Known (CL 5th, Concentration +10)

- **3rd** – Cura, Haste
- **2nd** – Cure II (DC 17), Healara, Lesser Mithra's Grace, Lesser Galka's Strength, Restore
- **1st** – Blind (DC 16), Cure (DC 16), Heal, Mage Armor, Protect, Regen, Shell, Sleep (DC 16), Wind Runner
- **0th** – Detect Magic, Read Magic, Guidance, Stabilize, Resistance

Tactics

During Battle Minwu begins combat by casting Mage Armor, unless he already has it active. Minwu buffs and heals allies with his spells, while staying out of melee. He will attack with his power staff when not able to support with spells.

Statistics

Str 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 20, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 16

Feats Dodge, Extra MP, Improved Initiative, Point-Blank Shot

Skills Heal +13, Knowledge (Arcana) +9, Perception +13, Spellcraft +9

Languages Common and one more

SQ [Spell Proficiency](#), [White Magery](#) (Increased Healing +2), [Mage Talents](#) (Empowered Spell [1/day], Vigor [8/day]), [Divine Caress](#), [Focused Caster](#)

Combat Gear +1 Power Staff (Holy), Headband of Inspired Wisdom +2, Ring of Protection +1, Ether x3;

Other Gear Scroll Tube, Backpack, Bedroll, 1-Pint Flask, Trail Rations x3.

Minwu

CR 10

XP 9,600

Male Hume White Mage 10

LG Medium Humanoid

Init +7; **Senses** Perception +19

Defense

AC 21, touch 17, flat-footed 17 (+4 armor [-4 without mage armor], +3 Dex, +1 dodge, +3 deflect)

HP 72 (10d6+30); **MP** 72

Fort +6, **Reflex** +6, **Will** +13

Offense

Speed 30 ft.

Ranged +3 Power Staff [Holy] +12 (30 ft.; 1d6+10)

Special Abilities [Lay on Hands](#) (Heal 5d6; 11/day), [Divine Seal](#) (2/day), [Metamagic Enhancement](#) (6/day),

[Innate Spell](#) (Heal, Cure II; [1/day each]), [Doublecast](#) (1/day)

Limit Breaks [Breath of Earth](#), [Healing Wind](#)

White Mage Spells Known (CL 10th [+1 when casting Healing Spells], Concentration +16)

- **5th** – Curaga, Protectra II, Shellra II, Restoraga
- **4th** – Esuna, Holy (DC 20), Raise, Restora, Vanish
- **3rd** – Cura, Cure III (DC 19), Haste, Healaga, Protectra, Shellra
- **2nd** – Cure II (DC 18), Communal Endure Elements, Healara, Lesser Mithra's Grace, Lesser Galka's Strength, Restore, See Invisibility
- **1st** – Blind (DC 17), Cure (DC 17), Heal, Mage Armor, Mount, Protect, Regen, Shell, Sleep (DC 17), Wind Runner
- **0th** – Detect Magic, Read Magic, Guidance, Stabilize, Resistance, Torchlight

Tactics

During Battle Minwu begins combat by casting Mage Armor, unless he already has it active. Minwu buffs and heals allies with his spells, while staying out of melee. He will attack with his power staff when not able to support with spells.

Statistics

Str 10, **Dex** 16, **Con** 16, **Int** 12, **Wis** 23, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 21

Feats Dodge, Empower Spell, Extend Spell, Extra MP, Improved Initiative, Point-Blank Shot

Skills Heal +19, Knowledge (Arcana) +14, Perception +19, Spellcraft +14

Languages Common and one more

SQ [Spell Proficiency](#), [White Magery](#) (Increased Healing +2, Healing Mastery +1), [Mage Talents](#) (Empowered Magic [1/day], Vigor [9/day], Spell Guard, Turn Undead, Idealize), [Divine Caress](#), [Focused Caster](#), [Auto Regen](#), [Clear Mind](#)

Combat Gear +3 Power Staff (Holy), Headband of Inspired Wisdom +4, Ring of Protection +3, Tough Ring, X-Ether x2, Echo Screen x3; **Other Gear** Scroll Tube, Backpack, Bedroll, 1-Pint Flask, Trail Rations x3.

Minwu

CR 15

XP 51,200

Male Hume White Mage 15

LG Medium Humanoid

Init +8; **Senses** Perception +26

Defense

AC 23, touch 19, flat-footed 18 (+4 armor [-4 without mage armor], +4 Dex, +1 dodge, +4 deflect)

HP 137 (15d6+75); **MP** 162

Fort +10, **Reflex** +9, **Will** +17

Immune Immobilize, Silence

Offense

Speed 30 ft.

Ranged +5 Power Staff [Holy] +17/+12 (30 ft.; 1d6+14)

Special Abilities [Lay on Hands](#) (Heal 7d6; 15/day), [Divine Seal](#) (3/day), [Metamagic Enhancement](#) (8/day), [Innate Spell](#) (Heal, Cure II, Cura, Raise; [1/day each]), [Doublecast](#) (2/day), [Selective Targets](#), [Sudden Metamagic](#) (8/day)

Limit Breaks [Breath of Earth](#), [Healing Wind](#)

White Mage Spells Known (CL 15th [+2 when casting Healing Spells], Concentration +23)

- **8th** – Arisega, Holy III (DC 26)
- **7th** – Auto-Raise, Full Cure, Greater Esuna, Protectra III, Shellra III
- **6th** – Arise, Auto-Cure, Greater Vanish, Hastega, Mass Galka Strength, Mass Mithra Grace
- **5th** – Bless, Curaga, Communal Stoneskin, Flight, Protectra II, Shellra II, Restoraga
- **4th** – Esuna, Galka Strength, Holy (DC 22), Mithra Grace, Raise, Restora, Vanish
- **3rd** – Cura, Cure III (DC 23), Haste, Healaga, Protectra, Slow (DC 21), Shellra
- **2nd** – Cure II (DC 22), Communal Endure Elements, Healara, Lesser Mithra Grace, Lesser Galka Strength, Restore, See Invisibility
- **1st** – Blind (DC 19), Cure (DC 21), Heal, Mage Armor, Mount, Protect, Regen, Shell, Sleep (DC 19), Wind Runner
- **0th** – Detect Magic, Read Magic, Guidance, Mending, Stabilize, Resistance, Torchlight

Tactics

During Battle Minwu begins combat by casting Mage Armor, unless he already has it active. Minwu buffs and heals allies with his spells, while staying out of melee. He will attack with his power staff when not able to support with spells.

Statistics

Str 10, **Dex** 18, **Con** 20, **Int** 12, **Wis** 26, **Cha** 10

Base Atk +7/+2; **CMB** +7; **CMD** 25

Feats Dodge, Empower Spell, Extend Spell, Extra MP, Improved Initiative, Improved Power Weapons Wielder, Point-Blank Shot, Quicken Spell, Reactive Healing

Skills Heal +26, Knowledge (Arcana) +19, Perception +26, Spellcraft +19

Languages Common and one more

SQ [Spell Proficiency](#), [White Magery](#) (Increased Healing +2, Healing Mastery +2), [Mage Talents](#) (Empowered Magic [1/day], Vigor [11/day], Spell Guard, Turn Undead, Idealize), [Divine Caress](#), [Focused Caster](#), [Auto Regen](#) (II), [Clear Mind](#), [Divine Veil](#), [Advanced Mage Talents](#) (Effortless Healing, Maximized Magic [1/day])

Combat Gear +5 Power Staff (Holy), Crystal Amulet, Belt of Incredible Dexterity +2, Ring of Protection +3, Turbo Ether x4; **Other Gear** Scroll Tube, Backpack, Bedroll, 1-Pint Flask, Trail Rations x3.