

## Seregon

*“Stand before me and you’ll perish beneath me.”*

Considered a king among the barbarian tribes of the world, Seregon is said to be an invincible warrior. Originally hailing from a group called “the great eagle tribe,” Seregon now roams the world as an everyman, helping out wherever he can. His triumphs long ago made him a great hero among men.

His legend began when his tribe was slaughtered by a horde of orcs. Not even an adult at the time, Seregon led a small band of survivors in a mission of revenge. They were killed to the man—leaving only Seregon. The stories say Seregon challenged the leader of the orcs for the right to rule the horde and beat him in one on one combat, but historians often disagree with each other on the matter. What is known as fact is that Seregon was not accepted as the horde’s new leader and was forced to flee for his life anyways.

Many years later Seregon would unite and lead several impoverished barbarian tribes in a fierce war against the orc horde. Still without a leader and wholly chaotic, the orcs quickly fell to the furious onslaught and were forced out of the occupied valleys and back into their mountain homes. Seregon is the only known individual to have been offered the position “chief of chiefs” among all the barbarian tribes—and to have turned it down without hesitation or regret.



# Seregon

Male human fighter 20 (mythic guardian/champion 8)

CG Medium humanoid (mythic)

**Init** +15; **Senses** Perception +22

**Languages** Common, Giant

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## DEFENSE

**AC** 64, touch 22, flat-footed 57 (+18 armor, +5 deflection, +7 Dex, +15 natural, +9 shield)

**hp** 413 (20 HD); fast healing 1

**Fort** +26, **Ref** +18, **Will** +13; +5 vs. fear

**Defensive Abilities** bravery +5, guardian's call (absorb blow), hard to kill, heavy fortification, mythic saving throws, sudden block, unstoppable; **DR** 5/- and 10/epic (20/epic when below 0 hp); **Immune** bleed

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## OFFENSE

**Speed** 70 ft. (14 squares)

**Melee** Guruthos +40/+40/+40/+40/+40 (2d6+25/17-20/×3) or  
Guruthos +40/+34/+34/+34/+34 (2d6+52/17-20/×3) with Power Attack, or  
Guruthos +35/+35/+35/+35/+35 (2d6+25 plus stun/17-20/×3) with Stunning Assault, or  
Guruthos +35/+29/+29/+29/+29 (2d6+52 plus stun/17-20/×3) with Stunning Assault and Power Attack,  
or  
Geol +36/+36/+36/+36 (1d6+16) or  
Geol +36/+30/+30/+30 (1d6+34) with Power Attack, or  
Geol +31/+31/+31/+31 (1d6+16 plus stun) with Stunning Assault, or  
Geol +31/+25/+25/+25 (1d6+34 plus stun) with Stunning Assault and Power Attack

**Ranged** Geol +36 (1d6+16)

**Special Attacks** champion's strike (fleet charge), mythic power (19/day, surge +1d10), weapon mastery (greatsword), weapon training (heavy blades +6, hammers +5, close +4, thrown +3)

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## STATISTICS

**Abilities** Str 24 (+7), Dex 24 (+7), Con 28 (+9), Int 13 (+1), Wis 14 (+2), Cha 8 (−1)

**Base Atk** +20; **CMB** +27 (+40 with Guruthos, +35 with Geol); **CMD** 49 (53 vs. disarm/sunder, 69 vs. bull rush/grapple, cannot be disarmed of Guruthos)

**Feats** Deadly Finish<sup>B</sup>, Dual Path<sup>M</sup> (champion), Furious Focus<sup>BM</sup>, Greater Penetrating Strike (greatsword<sup>B</sup>), Greater Shield Focus<sup>B</sup>, Greater Weapon Focus (greatsword<sup>B</sup>), Greater Weapon Specialization (greatsword<sup>B</sup>), Improved Natural Armor (9), Ironhide, Penetrating Strike (greatsword<sup>B</sup>), Power Attack<sup>BM</sup> (−6 attack, +9/+18/+27), Racial Heritage<sup>B</sup> (dwarf), Shield Focus<sup>B</sup>, Stunning Assault<sup>B</sup> (Fort DC 30 negates), Toughness<sup>BM</sup>, Weapon Focus (greatsword<sup>B</sup>), Weapon Specialization (greatsword<sup>B</sup>)

**Skills** Acrobatics +32 (+36 when jumping), Climb +30, Perception +22, Swim +30

**SQ** additional call, always a chance, amazing initiative, armor mastery, armor training 4, armored might, fleet warrior, force of will, impossible speed, precision (3), recuperation

**Combat Gear** *potions (cure serious wounds 10, enlarge person 10, fly 10)*; **Other Gear** +5 animated heavy mithral shield, +5 distance guardian returning shortspear (Geol), +5 determination heavy fortification mithral full plate, +5 keen speed adamantite greatsword (Guruthos), amulet of natural armor +5, belt of physical perfection +6, boots of striding and springing, cloak of resistance +5, gloves of dueling, ring of protection +5, ring of regeneration, tender (1,129gp)

**Encumbrance** light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 48 lb. 6 oz. (excluding tender)



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## SPECIAL ABILITIES

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**Absorb Blow (Su)** As an immediate action, whenever you take hit point damage from a single source (such as a dragon's breath, a spell, or a weapon), you can expend one use of mythic power to reduce the damage you take from that source by 5 per tier (to a minimum of 0 points of damage taken). If you have another ability or effect that reduces damage (such as *protection from energy*), reduce the damage with the absorb blow ability before applying any other damage-reducing effects. For every 10 points of damage that this ability prevents, for 1 minute you gain DR 1/epic and 5 points of resistance against acid, cold, electricity, fire, and sonic damage. The DR and resistances stack with any other DR and resistances that you have.

**Always a Chance (Ex)** You don't automatically miss when you roll a 1 on an attack roll.

**Amazing Initiative (Ex)** You gain a bonus on initiative checks equal to your mythic tier (included above). In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. You can't gain an extra action in this way more than once per round.

**Armor Mastery (Ex)** You gain DR 5/- whenever you are wearing armor or using a shield.

**Armor Training (Ex)** Whenever you are wearing armor, you reduce the armor check penalty by 4 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by your armor by 4. Additionally, you can move at your normal speed while wearing medium or heavy armor.

**Bravery (Ex)** You gain a +5 bonus on Will save against fear.

**Fleet Charge (Ex)** As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.

**Fleet Warrior (Ex)** When making a full attack, you can move up to your speed either before or after your attacks. This movement provokes attacks of opportunity as normal.

**Force of Will (Ex)** You can exert your will to force events to unfold as you would like. As an immediate action, you can expend one use of mythic power to reroll a d20 roll you just made, or force any non-mythic creature to reroll a d20 roll it just made. You can use this ability after the results are revealed. Whoever rerolls a roll must take the result of the second roll, even if it is lower.

**Hard to Kill (Ex)** Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

**Impossible Speed (Ex)** Your base land speed increases by 30 feet (included above). In addition, if you expend one use of mythic power, for 1 hour your base land speed increases by 10 feet per mythic tier.

**Mythic Saving Throws (Ex)** Whenever you succeed at a saving throw against a spell or special ability, you suffer no effects as long as that ability didn't come from a mythic source (such as a creature with a mythic tier or mythic ranks). If you fail a saving throw that results from a mythic source, you take the full effects as normal.

**Precision (Ex)** Whenever you make a full attack, your attack bonus on the additional attacks you gain by having a high base attack bonus is 5 higher for each time you take this ability. This ability can't give any of these attacks a higher attack bonus than your base attack bonus and doesn't reduce the penalties from two-weapon fighting or other situational penalties on attack rolls.

**Recuperation (Ex)** You are restored to full hit points after 8 hours of rest so long as you aren't dead. In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of hit points equal to half your full hit points (up to a maximum of your full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

**Sudden Block (Su)** As an immediate action, you can expend one use of mythic power to hinder a melee attack made against you or an adjacent ally. Add your tier to your AC or the ally's AC against this attack. The creature making the attack must make two attack rolls and take the lower result. Once the attack is resolved, you or your ally (your choice) can make one melee attack against the creature. The damage from this attack bypasses all damage reduction.

**Surge (Su)** You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d10 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll.

**Unstoppable (Ex)** You can expend one use of mythic power as a free action to immediately end any one of the following conditions currently affecting you: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. You can use this ability at the start of your turn even if a condition would prevent you from acting.

**Weapon Mastery (Ex)** Any attacks you make with greatswords automatically confirm all critical threats and have their damage multiplier increased by 1 ( $\times 2$  becomes  $\times 3$ , for example). In addition, you cannot be disarmed while wielding a greatsword.

**Weapon Training (Ex)** You receive a +6 bonus to attack and damage rolls when using heavy blades, to any combat maneuver checks made with heavy blades, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against heavy blades. You gain similar bonuses with hammers, close weapons, and thrown weapons, but only at a +5, +4, and +3 bonus, respectively.