

Drew / Tim the Titan Fighter

Male half-orc bloodrager 17/fighter (titan fighter)

17/gestalt 17 - CL17 - CR 50

Chaotic Neutral Humanoid (Human, Orc); Deity: **Gorum**;

Age: 17; Height: 6' 5"; Weight: 283 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18/40	+4/+15	
DEX DEXTERITY	14/12	+2/+1	
CON CONSTITUTION	16/34	+3/+12	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	16/20	+3/+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+28 =	+10	+12	+3	+3		Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, Blood Sanctuary: +2 bonus vs. spells cast by self or an ally
REFLEX (DEXTERITY)	+11 =	+5	+1	+3	+2		Blood Sanctuary: +2 bonus vs. spells cast by self or an ally
WILL (WISDOM)	+16 =	+5	+2	+3	+6		Indomitable Will: +4 vs. enchantments, Bravery: +4 vs. fear, Blood Sanctuary: +2 bonus vs. spells cast by self or an ally

Damage Reduction (4/-)	Energy Resistance, Cold (10)
Energy Resistance, Acid (10)	Energy Resistance, Fire (10)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	27 = 10	+12		+1	-1	+4	+4	-3

Touch AC	11	Flat-Footed AC	26		
		BAB	Strength	Size	Misc

CM Bonus	+33 =	+17	+15	+1	-
+36 Bull Rushing					

CM Defense	49 = 10	BAB	Strength	Dexterity	Size
		+17	+15	+1	+1
51 vs. Bull Rush					

Base Attack	+17	HP	407
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Initiative	+1	Damage / Current HP
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Speed	30 / 20 ft
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+1 composite longbow

Ranged, both hands: **+19/+14/+9/+4**,
1d8+7

Crit: x3
Rng: 110'
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (1)	6	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+5	CHA (5)	-	
Climb	+18	STR (15)	5	
Diplomacy	+11	CHA (5)	6	
Disguise	+5	CHA (5)	-	
Escape Artist	-4	DEX (1)	-	
Fly	-6	DEX (1)	-	
Handle Animal	+10	CHA (5)	2	
Heal	+2	WIS (2)	-	
Intimidate	+26	CHA (5)	3	
Linguistics	+1	INT (0)	1	
Perception	+20	WIS (2)	15	
Ride	+2	DEX (1)	3	
Sense Motive	+4	WIS (2)	2	
Spellcraft	+15	INT (0)	12	
Dweomer Cap: +3 to identify magic items				
Stealth	-8	DEX (1)	-	
Survival	+15	WIS (2)	8	
Swim	+17	STR (15)	4	
Endurance: +4 to resist nonlethal damage from exhaustion				
Use Magic Device	+7	CHA (5)	2	

Activated Abilities & Adjustments

Amplified Rage
Arcane Strike
Bloodrage (42 rounds/day) (Su): Raging
Demonic Bulk (Su)
Endure Elements
Familiar Bonus: +3 bonus on Spellcraft checks to identify magic items: Within Arms Reach
Furious Focus
Power Attack -5/+10
Skill Languages Known: +1
Student Survivalist (Shalelu) (Ex): Foe threatens Shalelu

Feats

Amplified Rage
Arcane Strike
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Blades Above and Below
Cleave
Endurance
Eschew Materials
Furious Focus
Great Cleave
Great Fortitude
Greater Weapon Focus (Heavy Blades)
Greater Weapon Specialization (Heavy Blades)
Improved Bull Rush

Feats

Improved Critical (Heavy Blades)
Improved Vital Strike
Intimidating Prowess
Iron Will
Ironhide
Martial Weapon Proficiency - All
Power Attack -5/+10
Raging Vitality
Shield Proficiency
Simple Weapon Proficiency - All
Toughness
Tower Shield Proficiency
Vital Strike
Weapon Focus (Heavy Blades)
Weapon Specialization (Heavy Blades)

Traits

Deft Dodger
Student Survivalist (Shalelu) (Ex)

+3 furious impact adamantine greatsword

Both hands: **+37/+27/+22/+17**, Crit: 17-20/x2
6d6+48 2-hand, S

Dagger

Main hand: **+27/+22/+17/+12**, **1d6+29** Crit: 19-20/x2
Rng: 10'
Ranged: **+18**, **1d6+19** Light, P/S

Gauntlet (from armor)

Main hand: **+27/+22/+17/+12**, **1d4+29** Crit: x2
Light, B

Hornbow, orc (Str +1)

Ranged, both hands: **+18/+13/+8/+3**, Crit: x3
2d6+5 Rng: 80'
2-hand, P

Nine-fold spirit sword

Main hand: **+30/+25/+20/+15**, Crit: 19-20/x3
2d6+34 1-hand, S, Monk
Both hands: **+30/+25/+20/+15**,
2d6+41

Unarmed strike

Main hand: **+27/+22/+17/+12**, Crit: x2
1d4+29 nonlethal Light, B, Nonlethal

+5 comfort slumbering tatami-do armor

+12

Max Dex: +3, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Experience & Wealth

Current Cash: **21,282 gp**

Gear

Total Weight Carried: 242/12800 lbs,
Encumbrance Ignored
(Light: 4256 lbs, Medium: 8512 lbs, Heavy: 12800 lbs)

+1 composite longbow	6 lbs
+3 furious impact adamantine greatsword	40 lbs
+5 comfort slumbering tatami-do armor	95 lbs
Amulet of natural armor +3	-
Arrows x20	0.3 lbs
Backpack (empty)	2 lbs
Belt of physical might +6 (Str, Con) ↖	2 lbs
Belt pouch (empty)	0.5 lbs
Blanket	1 lb
Boots of the winterlands	2 lbs
Cloak of resistance +3	2 lbs
Dagger	2 lbs
Extend metamagic rod (greater, 3/day)	10 lbs
Extend metamagic rod (lesser, 3/day)	10 lbs
Flint and steel	-
Headband of alluring charisma +4	2 lbs
Hornbow, orc (Str +1)	14 lbs
Immovable rod	10 lbs
loun stone (dusty rose prism)	-
Money	-
Nine-fold spirit sword	8 lbs
Pot	4 lbs
Ring of cold resistance (minor)	-
Ring of protection +4	-
Skis and poles	6 lbs
Snow goggles	-
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Traveler's outfit (Free)	-
Waterskin	4 lbs

Special Abilities

Able Assistant (Ex)
Blood Casting (Su)
Blood Sanctuary +2 (Su)
Bloodrage (42 rounds/day) (Su)
Bravery +4 (Ex)
Darkvision (60 feet)
Deliver Touch Spells Through Familiar (Su)
Demon Resistances (Ex)
Demonic Aura (2d6+12 fire damage) (Su)
Demonic Bulk (Su)
Empathic Link with Familiar (Su)
Familiar Bonus: +3 bonus on Spellcraft checks to identify
[N/A] Fast Movement +10 (Ex)
Giant Weapon Wielder (Ex)

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Endure Elements;; Skill Languages Known: +1

Special Abilities

- Improved Uncanny Dodge (Lv >= 21) (Ex)
- Indomitable Will (Ex)
- Orc Blood
- Share Spells with Familiar
- Slumbering
- Speak with Familiar (Ex)
- Tireless Bloodrage (Su)
- Unstoppable Momentum (Ex)

Tracked Resources

[illegible]

Languages

Common Orc Skald
Tien

Spells & Powers

Bloodrager spells known (CL 17th; concentration +22)
Melee Touch +27 Ranged Touch +18
4th (2/day)—*black tentacles, caustic blood* (DC 19),
enervation, stonewall, stonewall
3rd (3/day)—*fireball* (DC 18), *fly, grasping tentacles, haste,*
heroism, rage
2nd (4/day)—*bull's strength, glitterdust* (DC 17), *gust of*
wind (DC 17), *ironskin, resist energy, scorching ray, see*
invisibility
1st (6/day)—*burning hands* (DC 16), *enlarge person* (DC
 16), *firebelly* (DC 16), *magic missile, ray of enfeeblement*
 (DC 16), *shield, windy escape*^{ARG}

Companions

Arcane Familiar CR –
Dweomer cap (valet) (*Ultimate Wilderness* 195)
N Tiny plant
Init -1; **Senses** darkvision 60 ft., low-light vision; Perception
+19

Defense

AC 20, touch 11, flat-footed 20 (-1 Dex, +9 natural, +2 size)
hp 203 (1d8+1)
Fort +11, **Ref** +4, **Will** +6
Defensive Abilities arcanophage; **Immune** plant traits; **SR** 22

Offense

Speed 5 ft., climb 5 ft.
Melee unarmed strike +14/+9/+4/-1 (1 nonlethal)
Space 2½ ft.; **Reach** 0 ft.
Special Attacks deliver touch spells
Spell-Like Abilities (CL 17th; concentration +13)
 At will—*open/close* (DC 6), *prestidigitation*

Statistics

Str 1, Dex 8, Con 12, Int —, Wis 12, Cha 2
Base Atk +17; CMB +14; CMD 19 (can't be tripped)
Skills Acrobatics +5 (-7 to jump), Climb +12, Diplomacy +2, Handle Animal -2, Intimidate -1, Linguistics +1, Perception +19, Ride +2, Sense Motive +3, Spellcraft +12, Survival +9, Swim +3, Use Magic Device -2
Languages speak with master
SQ able assistant, aide to all, aura luminescence, deliver aid, deliver touch spells (modification), empathic link, teammate

Companions

Horse, light (combat trained) CR –
Advanced horse (*Pathfinder RPG Bestiary*, 177)
N Large animal
Init +4; **Senses** low-light vision, scent; Perception +8

Defense

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)
hp 19 (2d8+10)
Fort +8, **Ref** +7, **Will** +3

Offense

Speed 50 ft.
Melee unarmed strike +5 (1d4+5 nonlethal) or
2 hooves +5 (1d4+5)
Space 10 ft.; **Reach** 5 ft.

Statistics

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11
Base Atk +1; **CMB** +7; **CMD** 21 (25 vs. trip)
Feats Endurance, Run^B
Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel
Skills Acrobatics +4 (+8 to jump with a running start, +12 to jump), Perception +8
SQ combat riding

Sourcebooks Used

- **Advanced Class Guide** - Abyssal (special ability); Bloodrager (class)
- **Advanced Player's Guide** - Furious Focus (feat); Ironhide (feat); Raging Vitality (feat)
- **Advanced Player's Guide / Advanced Race Guide** - Sacred Tattoo (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Furious (item power)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Deft Dodger (trait)
- **Advanced Race Guide** - Shaman's Apprentice (alternate racial trait); Windy Escape (spell)
- **Adventurer's Armory 2** - Slumbering (item power); Hornbow, orc (weapon)
- **Animal Archive / Ultimate Wilderness** - Valet (archetype)
- **Dirty Tactics Toolbox** - Grasping Tentacles (spell)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Enable all World is Square rules / Group Weapon Feats** - Greater Weapon Focus (feat); Greater Weapon Specialization (feat); Improved Critical (feat); Weapon Focus (feat); Weapon Specialization (feat)
- **Familiar Folio** - Bloodline Familiar (archetype)
- **Gestalt Variant Core** - Gestalt (class)
- **Giant Hunter's Handbook** - Titan Fighter (archetype)
- **Inner Sea Gods** - Caustic Blood (spell)
- **Inner Sea Gods / Shattered Star** - Firebelly (spell)
- **Inner Sea Races** - Blades Above and Below (feat)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language)
- **Jade Regent** - Skis and poles (equipment); Student Survivalist (trait)
- **Jade Regent / Reign of Winter / Ultimate Equipment** - Snow goggles (equipment)
- **Jade Regent / Ultimate Combat / Ultimate Equipment** - Nine-fold spirit sword (weapon)
- **Monster Codex** - Ironskin (spell)
- **Orcs of Golarion** - Amplified Rage (feat)
- **Pathfinder Society Field Guide** - Comfort (item power)
- **Ultimate Combat / Ultimate Equipment** - Tatami-do armor (armor)
- **Ultimate Equipment** - Impact (item power)