

Drew / Tim the Titan Fighter

Male half-orc bloodrager 19/fighter (titan fighter)

19/gestalt 19 - CL19 - CR 56

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

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

Ability	Score	Modifier	Temporary
STR STRENGTH	18/24	+4/+7	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	16/22	+3/+6	
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)	+23 =	+11	+6	+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)	+13 =	+6	+2	+3	+2		Blood Sanctuary: +2 bonus vs. spells cast by self or an ally
WILL (WISDOM)	+14 =	+6	+2	+3	+3		Bravery: +5 vs. fear, Blood Sanctuary: +2 bonus vs. spells cast by self or an ally

Damage Reduction (5/-)		Energy Resistance, Cold (10)						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 33 = 10	+12		+2		+4	+4		+1
Touch AC 17	Flat-Footed AC 31			BAB	Strength	Size	Misc	
CM Bonus +26 =	+19	+7	-	-				
+29 Bull Rushing; +28 Sundering								

			BAB	Strength	Dexterity	Size
CM Defense	47	= 10	+19	+7	+2	-
49 vs. Bull Rush; 49 vs. Sunder						
Base Attack	+19			HP	341	
Initiative	+2			Damage / Current HP		
Speed	30 / 20 ft					

+1 composite longbow

Ranged, both hands: +23/+18/+13/+8, Crit: x3
1d8+7 Rng: 110'
2-hand, P

+1 furious impact adamantite greatsword

Both hands: +30/+20/+15/+10, Crit: 17-20/x2
4d6+34 2-hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (2)	7	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+5	CHA (5)	-	
Climb	+10	STR (7)	5	
Diplomacy	+11	CHA (5)	6	
Disguise	+5	CHA (5)	-	
Escape Artist	-3	DEX (2)	-	
Fly	-3	DEX (2)	-	
Handle Animal	+10	CHA (5)	2	
Heal	+2	WIS (2)	-	
Intimidate	+18	CHA (5)	3	
Linguistics	+1	INT (0)	1	
Perception	+21	WIS (2)	16	
Ride	+3	DEX (2)	3	
Sense Motive	+4	WIS (2)	2	
Spellcraft	+18	INT (0)	15	
Dweomer Cap: +3 to identify magic items				
Stealth	-3	DEX (2)	-	
Survival	+17	WIS (2)	10	
Swim	+10	STR (7)	5	
Endurance: +4 to resist nonlethal damage from exhaustion				
Use Magic Device	+7	CHA (5)	2	

Activated Abilities & Adjustments

Amplified Rage
Arcane Strike
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
Blooded Arcane Strike
Cleave
Endurance
Eschew Materials
Furious Focus
Great Cleave
Great Fortitude
Greater Weapon Focus (Heavy Blades)
Greater Weapon Specialization (Heavy Blades)
Improved Bull Rush
Improved Critical (Heavy Blades)

Feats

Improved Sunder
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)
Weapon Versatility

Traits

Deft Dodger
Student Survivalist (Shalelu) (Ex)

Dagger

Main hand: **+22/+17/+12/+7, 1d4+21** Crit: 19-20/x2
Rng: 10'
Ranged: **+22, 1d4+11** Light, P/S

Gauntlet (from armor)

Main hand: **+22/+17/+12/+7, 1d3+21** Crit: x2
Light, B

Hornbow, orc (Str +1)

Ranged, both hands: **+22/+17/+12/+7, 2d6+5** Crit: x3
Rng: 80'
2-hand, P

Nine-fold spirit sword

Main hand: **+25/+20/+15/+10, 1d8+26** Crit: 19-20/x3
1-hand, S, Monk
Both hands: **+25/+20/+15/+10, 1d8+29**

Tetsubo of the titans

Both hands: **+26/+16/+11/+6, 1d10+32** Crit: x4
2-hand, B

Unarmed strike

Main hand: **+22/+17/+12/+7, 1d3+21 nonlethal** Crit: x2
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: 296/700 lbs, Encumbrance Ignored (Light: 233 lbs, Medium: 466 lbs, Heavy: 700 lbs)
+1 composite longbow 3 lbs
+1 furious impact adamantite greatsword 16 lbs
+5 comfort slumbering tatami-do armor 50 lbs
Amulet of natural armor +3 -
Arrows x20 0.15 lbs
Backpack (empty) 2 lbs
Belt of physical might +6 (Str, Con) 1 lb
Belt pouch (empty) 0.5 lbs
Blanket 1 lb
Boots of the winterlands 1 lb
Cloak of resistance +3 1 lb
Dagger 1 lb
Extend metamagic rod (greater, 3/day) 5 lbs
Extend metamagic rod (lesser, 3/day) 5 lbs
Flint and steel -
Headband of alluring charisma +4 1 lb
Hornbow, orc (Str +1) 7 lbs
Immovable rod 5 lbs
Ioun stone (dusty rose prism) -
Money -
Nine-fold spirit sword 4 lbs
Pot 4 lbs
Ring of cold resistance (minor) -
Ring of protection +4 -
Skis and poles 6 lbs
Snow goggles -
Soap 0.5 lbs
Tetsubo of the titans 160 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 (46 rounds/day) (Su)
Bravery +5 (Ex)
Darkvision (60 feet)
Deliver Touch Spells Through Familiar (Su)
Demon Resistances (Ex)
Demonic Aura (2d6+6 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 >= 23) (Ex)
 Indomitable Will (Ex)
 Orc Blood
 Share Spells with Familiar
 Slumbering
 Speak with Familiar (Ex)
 Tireless Bloodrage (Su)
 Unstoppable Momentum (Ex)

Tracked Resources

Arrows	□□□□□ □□□□□
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Bloodrage (46 rounds/day) (Su)	□□□□□ □□□□□
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Dagger	□
Extend metamagic rod (greater, 3/day)	□□
Extend metamagic rod (lesser, 3/day)	□□
Nine-fold spirit sword	□□□□□ □□□□
Torch	□□□□□ □□□□□
Trail rations	□□□□□

Languages

Common	Skald
Orc	Tien

Spells & Powers

Bloodrager spells known (CL 19th; concentration +24)
Melee Touch +22 **Ranged Touch** +22
4th (3/day)—*black tentacles*, *caustic blood* (DC 19), *earth glide*^{ARG}, *enervation*, *stoneskin*, *volcanic storm*^{UM}
3rd (4/day)—*fireball* (DC 18), *fly*, *grasping tentacles*, *haste*, *heroism*, *lightning bolt* (DC 18), *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 +20

Defense

AC 21, touch 11, flat-footed 21 (-1 Dex, +10 natural, +2 size)

hp 170 (1d8+1)

Fort +12, **Ref** +5, **Will** +7

Defensive Abilities arcanophage; **Immune** plant traits; **SR** 24

Offense

Speed 5 ft., climb 5 ft.

Melee unarmed strike +16/+11/+6/+1 (1 nonlethal)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

Spell-Like Abilities (CL 19th; concentration +15)

At will—*open/close* (DC 6), *prestidigitation*

Statistics

Str 1, **Dex** 8, **Con** 12, **Int** —, **Wis** 12, **Cha** 2

Base Atk +19; **CMB** +16; **CMD** 21 (can't be tripped)

Skills Acrobatics +6 (-6 to jump), Climb +12, Diplomacy +2, Handle Animal -2, Intimidate -1, Linguistics +1, Perception +20, Ride +2, Sense Motive +3, Spellcraft +15, Survival +11, Swim +4, 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); Blooded Arcane Strike (feat); 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 Traits / Character Traits Web Enhancement** - Deft Dodger (trait)
- **Advanced Race Guide** - Earth Glide (spell); 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); Tetsubo of the Titans (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 Magic** - Volcanic Storm (spell)
- **Undead Slayer's Handbook** - Weapon Versatility (feat)