

## Drew / Tim the Titan Fighter

Male half-orc bloodrager 16/fighter (titan fighter)

16/gestalt 16 - CL16 - CR 47

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

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

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	18/38	+4/+14	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	16/34	+3/+12	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	16/20	+3/+5	

**Endurance:** +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (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	Total	Base	Ability	Resist	Misc	Temp	Notes
(DEXTERITY)	+14 =	+5	+2	+3	+4		

**Blood Sanctuary:** +2 bonus vs. spells cast by self or an ally

WILL	Total	Base	Ability	Resist	Misc	Temp	Notes
(WISDOM)	+14 =	+5	+2	+3	+4		

**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	29 = 10	+12		+2		+4	+3	+2	-4

Touch AC	Flat-Footed AC
13	25

CM Bonus	Total	Base	Ability	Resist	Misc
+30 Bull Rushing	+28 =	+16	+14	-	-

CM Defense	Total	Base	Ability	Resist	Misc
45 vs. Bull Rush	43 = 10	+16	+14	+2	-

Base Attack	HP
+16	383

Initiative	Damage / Current HP
+2	

Speed	
30 / 20 ft	

**+1 composite longbow**

Ranged, both hands: **+22/+17/+12/+7**,  
**1d8+7**

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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+6</b>	DEX (2)	6	
Speed greater/less than 30 ft.: -4 to jump				
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+5</b>	CHA (5)	-	
<b>Climb</b>	<b>+17</b>	STR (14)	5	
<b>Diplomacy</b>	<b>+10</b>	CHA (5)	5	
<b>Disguise</b>	<b>+5</b>	CHA (5)	-	
<b>Escape Artist</b>	<b>-3</b>	DEX (2)	-	
<b>Fly</b>	<b>-3</b>	DEX (2)	-	
<b>Handle Animal</b>	<b>+10</b>	CHA (5)	2	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+25</b>	CHA (5)	3	
<b>Linguistics</b>	<b>+1</b>	INT (0)	1	
<b>Perception</b>	<b>+20</b>	WIS (2)	15	
<b>Ride</b>	<b>+3</b>	DEX (2)	3	
<b>Sense Motive</b>	<b>+3</b>	WIS (2)	1	
<b>Spellcraft</b>	<b>+15</b>	INT (0)	12	
Dweomer Cap: +3 to identify magic items				
<b>Stealth</b>	<b>-3</b>	DEX (2)	-	
<b>Survival</b>	<b>+14</b>	WIS (2)	7	
<b>Swim</b>	<b>+15</b>	STR (14)	3	
Endurance: +4 to resist nonlethal damage from exhaustion				
<b>Use Magic Device</b>	<b>+7</b>	CHA (5)	2	

## Activated Abilities & Adjustments

Ability Score Damage: 1  
 Amplified Rage  
 Arcane Strike  
 Blessing of Fervor: Attack, AC and Ref Bonus: +2  
 Bloodrage (40 rounds/day) (Su): Raging  
 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)

## Feats

Improved Bull Rush  
Improved Critical (Heavy Blades)  
Improved Vital Strike  
Intimidating Prowess  
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: **+38/+28/+23/+18**, Crit: 17-20/x2  
**4d6+47** 2-hand, S

### Dagger

Main hand: **+28/+23/+18/+13**, 1d4+28 Crit: 19-20/x2  
Rng: 10'  
Ranged: **+21**, 1d4+18 Light, P/S

### Gauntlet (from armor)

Main hand: **+28/+23/+18/+13**, 1d3+28 Crit: x2  
Light, B

### Hornbow, orc (Str +1)

Ranged, both hands: **+21/+16/+11/+6**, Crit: x3  
**2d6+5** Rng: 80'  
2-hand, P

### Nine-fold spirit sword

Main hand: **+36/+26/+21/+16**, Crit: 19-20/x3  
**1d8+38** 1-hand, S, Monk  
Both hands: **+36/+26/+21/+16**,  
**1d8+45**

### Unarmed strike

Main hand: **+28/+23/+18/+13**, Crit: x2  
**1d3+28 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: 136/4800 lbs,**  
**Encumbrance Ignored**  
**(Light: 1600 lbs, Medium: 3200 lbs, Heavy: 4800 lbs)**

+1 composite longbow	3 lbs
+3 furious impact adamantine 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
Money	-
Nine-fold spirit sword	4 lbs
Pot	4 lbs
Ring of cold resistance (minor)	-
Ring of protection +3	-
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 (40 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:** Ability Score Damage: 1 Strength; Blessing of Fervor: Attack, AC and Ref Bonus: +2; Endure Elements; Skill Languages Known: +1

### Special Abilities

- Improved Uncanny Dodge (Lv >= 20) (Ex)
- Indomitable Will (Ex)
- Orc Blood
- Share Spells with Familiar
- Slumbering
- Speak with Familiar (Ex)
- Unstoppable Momentum (Ex)

## Tracked Resources

Arrows	<div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div>
Bloodrage (40 rounds/day) (Su)	<div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div>
Dagger	<div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div>
Extend metamagic rod (greater, 3/day)	<div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div>
Extend metamagic rod (lesser, 3/day)	<div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div>
Nine-fold spirit sword	<div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div>
Torch	<div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div>
Trail rations	<div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div> <div style="display: inline-block; width: 1em; height: 1em; border: 1px solid black;"></div>

## Languages

Common Orc	Skald Tien
---------------	---------------

## Spells & Powers

**Bloodrager spells known** (CL 16th; concentration +21)  
**Melee Touch +28 Ranged Touch +21**  
**4th (2/day)**—*black tentacles, caustic blood* (DC 19),  
*enervation, 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 (5/day)**—*burning hands* (DC 16), *enlarge person* (DC  
 16), *firebelly* (DC 16), *magic missile, ray of enfeeblement*  
 (DC 16), *shield, windy escape*<sup>ARG</sup>

## 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** 19, touch 11, flat-footed 19 (-1 Dex, +8 natural, +2 size)  
**hp** 191 (1d8+1)  
**Fort** +11, **Ref** +4, **Will** +6  
**Defensive Abilities** arcanophage; **Immune** plant traits; **SR** 21

## Offense

**Speed** 5 ft., climb 5 ft.  
**Melee** unarmed strike +13/+8/+3/-2 (1 nonlethal)  
**Space** 2½ ft.; **Reach** 0 ft.  
**Special Attacks** deliver touch spells  
**Spell-Like Abilities** (CL 16th; concentration +12)  
 At will—*open/close* (DC 6), *prestidigitation*

## Statistics

**Str 1, Dex 8, Con 12, Int —, Wis 12, Cha 2**  
**Base Atk +16; CMB +13; CMD 18** (can't be tripped)  
**Skills** Acrobatics +5 (-7 to jump), Climb +12, Diplomacy +1, Handle Animal -2, Intimidate -1, Linguistics +1, Perception +19, Ride +2, Sense Motive +2, Spellcraft +12, Survival +8, Swim +2, 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<sup>B</sup>  
**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)