

## Drew / Tim the Titan Fighter



Male half-orc bloodrager 20/fighter (titan fighter)

20/gestalt 20 - CL20 - CR 59

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

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

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	18/44	+4/+17	
<b>DEX</b> DEXTERITY	14/12	+2/+1	
<b>CON</b> CONSTITUTION	16/36	+3/+13	
<b>Endurance:</b> +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	17/21	+3/+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+35 =	+12	+13	+3	+7		

**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

<b>REFLEX</b> (DEXTERITY)	+17 =	+6	+1	+3	+7	
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**Blood Sanctuary:** +2 bonus vs. spells cast by self or an ally

<b>WILL</b> (WISDOM)	+18 =	+6	+2	+3	+7	
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**Indomitable Will:** +4 vs. enchantments, **Bravery:** +5 vs. fear, **Blood Sanctuary:** +2 bonus vs. spells cast by self or an ally

<b>Damage Reduction (5/-)</b>	<b>Immunity to Electricity</b>
<b>Energy Resistance, Acid (10)</b>	<b>Immunity to Fear (Ex)</b>
<b>Energy Resistance, Cold (10)</b>	<b>Immunity to Poison</b>
<b>Energy Resistance, Fire (10)</b>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	32 = 10	+12	+1	-1	+8	+4	+1	-3

<b>Touch AC</b>	12	<b>Flat-Footed AC</b>	30
		BAB	Strength
		Size	Misc

<b>CM Bonus</b>	+42 =	+20	+17	+1	-
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+49 Bull Rushing; +44 Sundering

<b>CM Defense</b>	55 = 10	+20	+17	+1	+1
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57 vs. Bull Rush; 57 vs. Sunder

<b>Base Attack</b>	+20	<b>HP</b>	500
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<b>Initiative</b>	+1	Damage / Current HP
<b>Speed</b>	30 / 40 ft	

**+1 composite longbow**

Ranged, both hands: **+27, 3d8+18**

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

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+11	DEX (1)	8	
Speed greater/less than 30 ft.: +4 to jump				
<b>Appraise</b>	+4	INT (0)	-	
<b>Bluff</b>	+9	CHA (5)	-	
<b>Climb</b>	+25	STR (17)	6	
<b>Diplomacy</b>	+15	CHA (5)	6	
<b>Disguise</b>	+9	CHA (5)	-	
<b>Escape Artist</b>	+0	DEX (1)	-	
<b>Fly</b>	-2	DEX (1)	-	
<b>Handle Animal</b>	+14	CHA (5)	2	
<b>Heal</b>	+6	WIS (2)	-	
<b>Intimidate</b>	+32	CHA (5)	3	
<b>Linguistics</b>	+5	INT (0)	1	
<b>Perception</b>	+25	WIS (2)	16	
<b>Ride</b>	+7	DEX (1)	4	
<b>Sense Motive</b>	+8	WIS (2)	2	
<b>Spellcraft</b>	+21	INT (0)	14	
Dweomer Cap: +3 to identify magic items				
<b>Stealth</b>	-4	DEX (1)	-	
<b>Survival</b>	+22	WIS (2)	11	
<b>Swim</b>	+24	STR (17)	5	
Endurance: +4 to resist nonlethal damage from exhaustion				
<b>Use Magic Device</b>	+11	CHA (5)	2	

### Activated Abilities & Adjustments

- Amplified Rage
- Arcane Strike
- Bloodrage (48 rounds/day) (Su): Raging
- Endure Elements
- Enlarge Person
- Familiar Bonus: +3 bonus on Spellcraft checks to identify magic items: Within Arms Reach
- Furious Focus
- Haste
- Heroism, Greater
- Ironskin: +7
- Power Attack -6/+12
- Skill Languages Known: +1
- Student Survivalist (Shalelu) (Ex): Foe threatens Shalelu
- Vital Strike

### Feats

- Amplified Rage
- Arcane Strike
- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Blades Above and Below
- Blind-Fight
- Blooded Arcane Strike
- Cleave
- Endurance
- Eschew Materials

## Feats

Furious Focus  
 Great Cleave  
 Great Fortitude  
 Greater Weapon Focus (Heavy Blades)  
 Greater Weapon Specialization (Heavy Blades)  
 Improved Bull Rush  
 Improved Critical (Heavy Blades)  
 Improved Sunder  
 Improved Vital Strike  
 Intimidating Prowess  
 Iron Will  
 Ironhide  
 Martial Weapon Proficiency - All  
 Power Attack -6/+12  
 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)

### +7 furious impact adamantine greatsword

Both hands: **+51, 18d6+69** Crit: 17-20/x3  
 2-hand, S

### Dagger

Main hand: **+36, 3d6+44** Crit: 19-20/x2  
 Rng: 10'  
 Ranged: **+26, 3d6+32** Light, P/S

### Gauntlet (from armor)

Main hand: **+36, 3d4+44** Crit: x2  
 Light, B

### Hornbow, orc (Str +1)

Ranged, both hands: **+26, 6d6+16** Crit: x3  
 Rng: 80'  
 2-hand, P

### Nine-fold spirit sword

Main hand: **+39, 6d6+49** Crit: 19-20/x3  
 Both hands: **+39, 6d6+57** 1-hand, S, Monk

### Tetsubo of the titans

Both hands: **+41, 6d8+61** Crit: x4  
 2-hand, B

## Experience & Wealth

Current Cash: **17,282 gp**

## Unarmed strike

Main hand: **+36, 3d4+44** Crit: x2  
**nonlethal** Light, B, Nonlethal

## +5 comfort slumbering tatami-do armor

**+12**

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

## Gear

**Total Weight Carried: 562/22400 lbs,**  
**Encumbrance Ignored**  
**(Light: 7456 lbs, Medium: 14912 lbs, Heavy:**  
**22400 lbs)**

+1 composite longbow	6 lbs
+5 comfort slumbering tatami-do armor	95 lbs
+7 furious impact adamantine greatsword	40 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
Tetsubo of the titans	320 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)

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Adjustments Active:** Endure Elements;; Enlarge Person;; Haste;; Heroism, Greater;; Ironskin: +7; Skill Languages Known: +1

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## Special Abilities

Bloodrage (48 rounds/day) (Su)  
 Bravery +5 (Ex)  
 Darkvision (60 feet)  
 Deliver Touch Spells Through Familiar (Su)  
 Demon Resistances (Ex)  
 Demonic Aura (2d6+13 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)  
 Improved Uncanny Dodge (Lv >= 24) (Ex)  
 Indomitable Will (Ex)  
 Orc Blood  
 Share Spells with Familiar  
 Slumbering  
 Speak with Familiar (Ex)  
 Tireless Bloodrage (Su)  
 Unstoppable Momentum (Ex)  
 Weapon Mastery (Greatsword) (Ex)

## Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bloodrage (48 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Extend metamagic rod (greater, 3/day)	<input type="checkbox"/> <input type="checkbox"/>
Extend metamagic rod (lesser, 3/day)	<input type="checkbox"/> <input type="checkbox"/>
Nine-fold spirit sword	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Skald
Orc	Tien

## Spells & Powers

**Bloodrager spells known** (CL 20th; concentration +25)  
**Melee Touch** +36 **Ranged Touch** +26  
**4th (3/day)**—*black tentacles*, *caustic blood* (DC 19), *earth glide*<sup>ARG</sup>, *enervation*, *stoneskin*, *volcanic storm*<sup>UM</sup>  
**3rd (4/day)**—*fireball* (DC 18), *fly*, *grasping tentacles*, *haste*, *heroism*, *lightning bolt* (DC 18), *rage*  
**2nd (5/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*<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 +20

## Defense

**AC** 21, touch 11, flat-footed 21 (-1 Dex, +10 natural, +2 size)  
**hp** 250 (1d8+1)  
**Fort** +13, **Ref** +5, **Will** +7  
**Defensive Abilities** arcanophage; **Immune** plant traits; **SR** 25

## Offense

**Speed** 5 ft., climb 5 ft.  
**Melee** unarmed strike +17/+12/+7/+2 (1 nonlethal)  
**Space** 2½ ft.; **Reach** 0 ft.  
**Special Attacks** deliver touch spells  
**Spell-Like Abilities** (CL 20th; concentration +16)  
 At will—*open/close* (DC 6), *prestidigitation*

## Statistics

**Str** 1, **Dex** 8, **Con** 12, **Int** —, **Wis** 12, **Cha** 2  
**Base Atk** +20; **CMB** +17; **CMD** 22 (can't be tripped)  
**Skills** Acrobatics +7 (-5 to jump), Climb +13, Diplomacy +2, Handle Animal -2, Intimidate -1, Linguistics +1, Perception +20, Ride +3, Sense Motive +3, Spellcraft +14, Survival +12, 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<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); 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 / Ultimate Equipment** - Furious (item power)
- **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 Equipment** - Impact (item power)
- **Ultimate Magic** - Volcanic Storm (spell)
- **Undead Slayer's Handbook** - Weapon Versatility (feat)