

Wayland Agmundr

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Male human [Metamagic Rager](#) [Primalist](#) [Bloodrager](#) 20/ [Chevalier](#) 3/ [Unbreakable Fighter](#) 2, [Champion](#) 1

NG medium humanoid (human)

Init +11; **Senses** blindsight (60'), darkvision (120'), [Discerning Goggles](#); Perception +38

Aura: [Courage](#) (10')

Defense

AC 43, **touch** 21, **flat-footed** 37 (+14 armor, +5 deflection, +6 Dex, +5 natural, +2 luck bonus, +1 insight bonus) (-7 when raging)

HP: 480 (25d10+230) (+175 = 655 when raging)

Fort +34 (41 when raging), **Ref** +20, **Will** +20 (27 when raging) (+1 against mind-affecting effects, +4 against Enchantment spells, +5 against both)

Defensive Abilities: hard to kill; DR 6/- (DR 16/- when using [Combat Expertise](#) and [Improved Stalwart](#)); [deathless armor](#); Immune to critical hits, sneak attacks, disease, exhaustion, fatigue, and poison, fear, and to the staggered condition

Offense

Speed 30 ft. base speed, 60 ft. fly speed (average)

Melee +5 [Furious](#) [Courageous](#) [Sun Blade](#)

(One-handed) +40/+35/+30/+25 (1d10+15, 19-20/x2) (add Arcane Strike for 1d10+21)

(Raging) +53/+48/+43/+38 (1d10+28, 19-20/x2)

(Two-handed) +40/+35/+30/+25 (1d10+20, 19-20/x2) (add Arcane Strike for 1d10+26)

(Raging) +53/+48/+43/+38 (1d10+36, 19-20/x2)

Power Attack (One-handed) +34/+29/+24/+19 (1d10+33, 19-20/x2) (w/o A.S.)

(Raging) +47/+42/+37/+32 (1d10+46, 19-20/x2)

(Two-handed) +34/+29/+24/+19 (1d10+47, 19-20/x2) (w/o A.S.)

(Raging) +47/+42/+37/+32 (1d10+63, 19-20/x2)

P.A. + C.E. (One-handed) +28/+23/+18/+13 (1d10+33, 19-20/x2) (w/o A.S.)

(Raging) +41/+36/+31/+26 (1d10+46, 19-20/x2)

(Two-handed) +28/+23/+18/+13 (1d10+47, 19-20/x2) (w/o A.S.)
(Raging) +41/+36/+31/+26 (1d10+63, 19-20/x2)

Space 5 ft.; **Reach** 10 ft.

Special Attacks: [mythic power](#) (5/day, surge +1d6), [Combat Reflexes](#) (8 AoO/round)

Bloodrager Spells Known (CL 20th; concentration +28):

4th (5/day) (DC 22) — [bestow curse](#), [black tentacles](#) (bloodline), [false life \(greater\)](#), [enervation](#), [monstrous physique II](#), [shocking image](#)

3rd (6/day) (DC 21) — [animal aspect \(greater\)](#), [displacement](#) (bloodline), [keen edge](#), [magic weapon \(greater\)](#), [phantom steed](#), [twilight knife](#), [versatile weapon](#)

2nd (7/day) (DC 20) — [brow basher](#), [certain grip](#), [extreme flexibility](#), [glitterdust](#), [mirror image](#), [resist energy](#), [see invisibility](#) (bloodline)

1st (7/day) (DC 19)— [enlarge person](#) (bloodline), [feather fall](#), [line in the sand](#), [long arm](#), [protection from evil](#), [shield](#), [touch of the sea](#)

Statistics

Str 31, **Dex** 24, **Con** 29, **Int** 19, **Wis** 18, **Cha** 26

Initial

Str 14, **Dex** 13, **Con** 15, **Int** 13, **Wis** 12, **Cha** 14

After Racial Adjustments

Str 16, **Dex** 13, **Con** 15, **Int** 13, **Wis** 12, **Cha** 14

After Ability Increases

Str 20, **Dex** 13, **Con** 18, **Int** 13, **Wis** 12, **Cha** 15

After Tomes/Manuals

Str 25, **Dex** 18, **Con** 23, **Int** 13, **Wis** 12, **Cha** 20

After headband/belt

Str 31, **Dex** 24, **Con** 29, **Int** 19, **Wis** 18, **Cha** 26

Base Atk +25; **CMB** +36; **CMD** 46

Feats -

- 1) [Power Attack](#)
- Human) [Raging Vitality](#)
- 3) [Craft Wondrous Item](#)
- Bloodrager) [Eschew Materials](#)
- 5) [Arcane Strike](#)
- Bloodline 6) [Combat Reflexes](#)
- 7) [Craft Magic Arms and Armor](#)
- 9) [Blooded Arcane Strike](#)
- Bloodline 9) [Iron Will](#)
- 11) [Raging Deathblow](#)
- Bloodline 12) [Improved Initiative](#)
- 13) [Raging Brutality](#)
- 15) [Riving Strike](#)
- Bloodline 15) [Improved Unarmed Strike](#)
- 17) [Dazing Assault](#)
- Metamagic Rager 18) [Quicken Spell](#)
- 19) [Cornugon Smash](#)
- 21) [Intimidating Prowess](#)
- [Unbreakable](#) 1) [Endurance](#)
- [Unbreakable](#) 1) [Diehard](#)
- Fighter 2) [Combat Expertise](#)
- 23) [Stalwart](#)
- 25) [Improved Stalwart](#)

Mythic Feats

- 1st tier) [Power Attack](#)

Mythic Path Abilities (Champion)

Champion's Strike) Fleet Strike

- 1st tier) Mythic Smite

Traits [Fate's Favored](#), [Unnatural Presence](#), [Dangerously Curious](#)

Flaw [Pride](#)

Skills

- Acrobatics +24
- Bluff +14
- Diplomacy +23
- Fly +36

- Intimidate +48 (+54 when raging)
- Knowledge (arcana) +14
- Knowledge (dungeoneering) +10
- Knowledge (engineering) +10
- Knowledge (local) +8
- Knowledge (planes) +31
- Knowledge (religion) +10
- Linguistics +31
- Perception +38
- Profession (blacksmith) +13
- Ride +16
- Sense Motive +16
- Spellcraft +24
- Swim +13
- Use Magic Device +34

Languages

- (nonhuman) Auran, Draconic, Dwarven, Elven, Giant, Halfling, Terran, Celestial, Abyssal, Infernal, Tengu, Aklo, Necril, Aquan, Gnome, Goblin, Halfling, Ignan, Orc, Protean, Sylvan, Terran, Undercommon
- (human) Common (Tien and Taldane), Skald, Erutaki, Osiriani, Polyglot, Shoanti, Varisian

SQ permanent [tongues](#), bloodrage (59 rounds/day)

Combat Gear

- +5 [Furious](#) [Courageous](#) [Impervious](#) [Sun Blade](#)
 - Crafted at 59,667 gp and 5 sp
- +5 [Comfort](#) [Restful](#) [Benevolent](#) [Deathless](#) [Celestial Plate Armor](#)
 - Crafted at 31,750 gp
- [Amulet of Adaptation](#) and [Natural Armor +5](#)
 - Crafted at 25,000 + (1.5 * 4,500) = 31,750 gp
- [Extend metamagic rod](#) (lesser) x2
 - Bought for a total of 6,000 gp
- [Ring of protection](#) +5
 - Bought at 50,000 gp
- [Ring of Inner Fortitude](#) (greater)
 - Bought at 66,000 gp
- +1 [Adaptive](#) composite longbow
 - Crafted at 1,900 gp

- [Jingasa of the Fortunate Soldier](#)
 - Crafted at 2,500 gp
- [Monstrification Staff](#)
 - Bought at 12,000 gp

Other Gear

- [Belt of physical perfection +6](#)
 - Crafted for 77,000 gp
- [Headband of mental superiority](#)
 - Crafted for 77,000 gp
- [Stone of Good Luck](#)
 - Crafted for 10,000 gp
- [Apprentice's Cheating](#) Gloves of [Arcane Striking](#)
 - Crafted for $2,500 + (1.5 * 1,100) = 4,150$ gp
- [Discerning Goggles](#) of the [Darklands](#)
 - Crafted for $10,000 + (1.5 * 6,750) = 20,125$ gp
- [Speedy Boots of the Winter Jarl](#)
 - Crafted for $10,000 + (1.5 * 6,000) = 19,000$ gp
- [Wings of Flying](#)
 - Crafted for 27,000 gp
- [Monk's Otherworldly Kimono](#)
 - Crafted for $(37,500 + 1.5 * 6,500) =$ gp
- [Runestones of Power](#) (1st through 4th)
 - Crafted one of each for a total of 30,000 gp
- [Angel's Clarion](#)
 - Crafted for 11,700 gp
- [Sash of the War Champion](#)
 - Crafted for 2,000 gp
- [Cracked White Pyramid Ioun Stone](#)
 - Crafted for 750 gp
 - Keyed to bastard sword
- [Dusty Rose Prism Ioun Stone](#)
 - Crafted for 2,500 gp
- [Clear Spindle Ioun Stone](#)
 - Set in [Noisemaker Wayfinder](#)
 - Crafted both for a total of 5,500 gp
- [Bag of Holding](#) IV x2
 - Crafted for 10,000 gp
- [Portable Hole](#)

- Crafted for 10,000 gp
- [Nectar of the gods](#) x3
 - Bought for a total of 15,000 gp
- [Everburning Lantern](#)
 - Bought for 3,000 gp
- [Field Scrivener's Desk](#)
 - Crafted for 2,700 gp
- [Rope of Knots](#)
 - Crafted for 3,000 gp
- [Efficient Quiver](#)
 - Crafted for 900 gp
- [Farglass](#)
 - Crafted for 3,700 gp
- Wands of [Bestow Grace](#) x3
 - Bought for a total of 18,000 gp
- Wand of [Blistering Invective](#) x2
 - Bought for a total of 12,000 gp
- Wands of [Lead Blades](#) x2
 - Bought for a total of 1,500 gp
- Wands of [Emblazon Crest](#) x2
 - Bought for a total of 1,500 gp
- Wands of [Good Hope](#) x2
 - Bought for a total of 31,500 gp
- Scrolls of [Greater Teleport](#) x45 (Summoner made)
 - Bought for a total of 73,125 gp
- Scrolls of [Heroic Invocation](#) x7
 - Bought for a total of 26,775 gp
- 8,483 gp, 3 sp, 4 cp

Buildings and staff

- Garrison x4 (= 23,280 gp)
 - Mercenary Company x4 (= 7,400 gp)
- Magical Academy x4 (= 22,520 gp)
 - Cabal x4 (= 12,960 gp)
- Military Academy x4 (= 24,400gp)
 - Mercenary Company x4 (= 7,400 gp)
- Monastery x4 (= 13,080 gp)
 - Cult x4 (= 11,080 gp)
- Orphanage x4 (= 11,240 gp)

- Lackies x4 (= 480 gp)
- Temple x4 (= 5,600 gp)
 - Cult x4 (= 11,080 gp)

Mundane Gear

- [Book of War Prayers](#)
 - 50 gp
 - ½ lb
- Bedroll
 - 1 sp
 - 5 lbs
- Blanket
 - 5 sp
 - 3 lbs
- Blunt Arrows (60)
 - 6 gp
 - 9 lbs
- Canteen
 - 2 gp
 - 1 lb
- Coffee Pot
 - 3 gp
 - 4 lbs
- Compass
 - 10 gp
 - ½ lb
- Flint and Steel
 - 1 gp
- Grooming kit
 - 1 gp
 - 2 lbs
- [Heatstone](#)
 - 20 gp
 - 1 lb
- Hip flask
 - 1 gp
 - ½ lb
- Holy Text of Ragathiel
 - 100 gp

- 20 lbs
- Cologne
 - 5 gp
- Pocket watch
 - 250 gp
 - 1 lb
- 250' Rope (silk)
 - 50 gp
 - 25 lbs
- 5 [Scroll Boxes](#)
 - 25 gp
 - 5 lbs
- Sealing Wax
 - 1 gp
 - 1 lb
- Signet Ring
 - 5 gp
- Soap
 - 4 cp
 - 2 lbs
- Tattoo
 - 20 gp
 - Ragathiel's holy symbol tattooed on his chest
- [Hanging Tent](#)
 - 20 gp
 - 15 lbs
- Whetstone
 - 2 cp
 - 1 lb
- Cards
 - 10 gp
 - 1 lb
- Tennis Gear
 - 3 sp
 - 3 lbs
- Soldier's Uniform
 - 5 lbs
- Tabard
 - 5 gp

- 1 lb
- Masterwork Tool
 - 50 gp
 - 1 lb
- Portable Altar
 - 250 gp
 - 40 lbs
- Spell Component Pouch
 - 5 gp
 - 2 lbs
- [Tome of Epics](#)
 - 50 gp
 - 3 lbs
- [Mess Kit](#)
 - 2 sp
 - 1 lb

Special Abilities

[Bloodrager](#)

[Aberrant Bloodline](#) There is a taint in your blood that is both alien and bizarre. When you bloodrage, this manifests in peculiar and terrifying ways.

- **Staggering Strike (Su)** When you confirm a critical hit, target must succeed at a Fortitude save or be staggered for 1 round, with a DC of 20 + CON modifier.
- **Abnormal Reach (Su)** Your reach increases by 5 feet.
- **Aberrant Resistance (Su)** You are immune to disease, exhaustion, fatigue, and poison, and to the staggered condition.
- **Aberrant Form (Su)** You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and your bloodrager damage reduction increases by 1.
 - **Blindsight (60')** Sense things and creatures without seeing them.

Damage Reduction (6-16/-) You ignore 6-16 points of damage. DR 6/- naturally, improves to DR 16/- when using [Improved Stalwart](#).

[Fast Movement](#) (Ex) Base land speed increases by 10'.

Indomitable Will (Ex) +4 stacking bonus against Enchantment spells

Mighty Bloodrage (Su) Increases morale bonus from bloodrage to +8. Can cast spell on self upon entering bloodrage, but changes duration to as long as the bloodrage is active.

Tireless Bloodrage (Su) No longer become fatigued at the end of a bloodrage.

Uncanny Dodge (Ex) Retain AC against invisible creatures, cannot be caught flat-footed.

Primalist Rage Powers

Come and Get Me (Ex) When raging, give enemies +4 to attack and damage against you. Enemies attacking provoke AoOs.

No Escape (Ex) 1/rage as an immediate action, follow a creature taking the withdraw action. Must end in a space adjacent to the creature.

Reckless Abandon (Ex) When raging, gain +5 to attack rolls and suffer -5 penalty to AC

Unexpected Strike (Ex) 1/rage, make an AoO against a foe that moves into any square threatened, regardless of whether or not that movement would normally provoke.

Metamagic Rager Powers

Meta-Rage (Su) Spend rage rounds instead of increasing the level of a metamagic spell.

Chevalier

Aura of Courage (Su) Aura like that of a 3rd-level paladin.

Controlled Charge (Ex) No longer take -2 penalty to AC when charging.

Recklessness (Ex) +3 morale bonus to attacks and damage on a round entering a battle. Can only use this against an opponent or group once/day.

Poison Immunity (Ex) Immune to all poisons

Smite Evil (Su) 1/day as a paladin

Stubborn Mind (Ex) Reroll saving throw one round later if affected by an enchantment spell.

Unbreakable Fighter

Unflinching (Ex) +1 to Will saves against mind-affecting effects.

Feats

Cornugon Smash Use Intimidate to demoralize creatures hit with Power Attack

Combat Expertise Take -6 penalty to attack, gain +6 dodge bonus

Power Attack (Mythic) -6/+18 You can subtract from your attack roll to add to your damage. Spend 1 MP to ignore attack penalty for one minute.

Raging Brutality Spend 3 rounds of rage in order to add Constitution modifier to damage for one round. Use 1.5*CON modifier if wielding two-handed.

Raging Deathblow Gain one round of rage after dropping an enemy to 0 or fewer HP,

Raging Vitality Gain an extra +2 to Constitution while raging (to a total of a +10 morale bonus with Mighty Bloodrage). Can continue to rage while unconscious.

Riving Strike Apply -2 penalty to saving throws against spells or spell-like abilities on creatures hit with Arcane Strike

Stalwart/Improved Stalwart Disregard dodge bonus from fighting defensively, total defense action, or Combat Expertise to gain double the dodge bonus as damage resistance to a maximum of DR 10/-. This DR stacks with bloodrager damage resistance, as noted above.

Gear and Magic Items

Apprentice's Cheating Gloves of Arcane Striking Cast *prestidigitation* and *mage hand* at will. Affect enemies with Arcane Strike if adjacent to target. Add Arcane Strike to aid another actions to attack rolls and AC.

Benevolent Armor Add enhancement bonus to aid another actions to boost ally's AC.

Clear Spindle Ioun Stone in wayfinder Can survive without food and water. Immune to mental possession as Protection From Evil.

Courageous Weapon Add half of Wayland's sword's enhancement bonus to all morale bonuses

Deathless Armor Ignore first 10 points of negative energy attacks, 25% chance to ignore negative levels.

Headband of Mental Superiority +6 enhancement bonus to mental scores. Faux Intelligence boost to Fly, Knowledge (Planes), Linguistics.

Monk's Otherworldly Kimono +4 resistance bonus to saving throws. *Maze* 1/day, resistance bonuses increase to +6 when a creature is mazed. Unarmed strikes do 1d8+STR damage.

Restful Armor Only sleep two hours a night.

Speedy Boots of the Winter Jarl Be affected by *haste* for up to 10 rounds per day. Travel trackless across snow without penalty. Suffer no speed penalty when travelling over ice. Transform into giant form for ten minutes once per day.

Wings of Flying Grants fly speed of 60'

Champion Path

Fleet Charge Spend 1 MP to move up to speed, attack using highest attack bonus plus tier. Damage bypasses all DR.

Hard to Kill (Ex) Automatically stabilize when dying, and only die at neg Con x 2.

Mythic Power (5/day, Surge +1d6) Use this power to perform your mythic abilities.

Mythic Smite Use one MP to regain a use of Smite Evil, overcome evil creatures' DR for one turn

School Aversion (Necromancy) Take a –4 penalty on saving throws from school’s spells and effects. Harmful effects of such spells last twice as long if the saving throw is failed. All spells and effects of that school used against you are always treated as from a mythic source.

Surge (1d6) (Su) Use 1 power to increase any d20 roll by the listed amount.

Slots

Head: [Jingasa of the Fortunate Soldier](#)

Headband: [Headband of Mental Superiority](#)

Eyes: [Discerning Goggles](#) of the [Darklands](#)

Neck: [Amulet of Adaptation](#) and [Natural Armor +5](#)

Chest: [Sash of the War Champion](#)

Body: [Monk’s Otherworldly Kimono](#)

Shoulders: [Wings of Flying](#)

Hands: [Apprentice’s Cheating](#) Gloves of [Arcane Striking](#)

Ring 1: [Ring of Protection +5](#)

Ring 2: [Ring of Inner Fortitude \(greater\)](#)

Belt: [Belt of Physical Perfection](#)

Feet: [Speedy Boots of the Winter Jarl](#)