

lvl 20 [Martial Master](#) [Mutagen Warrior](#) LG [Focused Study](#) [Human Guardian](#) [MT](#) 10

Str 38(44) 52*

Dex 18(24) 28*

Con 19(25) 31*

Int 21(27)

Wis 18(24)

Cha 16(22)

Health : 414 = 4 + lvl*18(6+con+feat+fav) + MT*5

Damage:

AC: 59 = 10 + 19AC + 3dex + 5def + 11nat* + 10dodge* + 1insight || touch: 28 || flat: 46

Fort: 30 = 12+Con+res+feat+luck

Ref : 23 = 6+Dex+res+feat+luck

Will : 22 = 6+Wis+res+trait+feat+luck

+10-15 vs fear, +10 vs Mind Affecting, +0-10 to saves, evasion, Darkvision 120ft, Heavy Fortification, Energy Resistance 30 vs all

BAB: 20 INT: 20

CMB: 41 = BAB + Str*

CMD: 75 = 10 + BAB + Str* + Dex + Def + Dodge*

Bufs:

Attacks: PA -6/+27 || AOOs +10 to hit and damage ||

Greatsword +42/37/32/27 2d6+30 17-20x2

PA* +42/37/32/27 2d6+57 17-20x2

M+PA +46/41/36/31 2d6+63 17-20x2

MF+M+PA +48/43/38/33 2d6+67 17-20x2

MF(Greater Weapon Focus, Greater Weapon Specialization)

Longbow 100/100

+34/29/24/19 1d8+23/19-20x3

M +36/31/26/21 1d8+23/x3 110ft

MF+M +30/30/25/20/15 1d8+39/x3 110ft

MF(Greater Weapon Focus, Greater Weapon Specialization, Deadly Aim, Point Blank Shot, Rapid Shot)

Wings 40ft +14 fly 20/20 minutes

Martial Flexibility(6+lvl/2) 16/16

Mutagen(+8str,+6con,+4dex,+6nat) 200min 1/1

Haste Round 10/10

[rusting grasp](#) 1/day, Protection from rust 1/1

Leadership Score: 25

Mythic Power: 23/23

Head: Circlet of Persuasion 4,500g

Headband: Headband of Mental Superiority +6

Neck: Amulet of Natural Armor +5 50,000g

Ring (up to two): Ring of Deflection +5 50,000g

Ring of Evasion 25,000g

Shield:

Shoulders:

Cloak of Resistance +5 25,000g

Wrist: Greater Bracers of Archery 25,000g

+2 comp to attack, +1 damage

Weapons:

+5 Keen Courageous Furyborn Guardian Adamantine Greatsword

2d6+3/17-20 x2 8lbs

+5 Keen Courageous Furyborn Guardian Longbow Mighty 17 3lbs

1d8+22/x3 110ft

Potions:

113 CLW 1d8+1

Backpack 2 lbs 2g

Infused Mutagen X2 2000g

100 Arrows 15lbs 5g

Sack ½ lbs 2g

Tomes and Manuals +5

Luckstone(+1 luck bonus on saving throws, ability checks, and skill checks) 20,000g

Ion Stones

Dusty Rose +1 insight to AC 5,000g

Clear need no food or water 4,000g

Iridescent need no air 18,000g

Skills: 2+int+human = 11 per level ||

	Ranks	Attribute Mods	Misc. Mods	Total Mod(+3 class Bonus)
Intimidate	20	6+21*	10	62
Perception	20	7	8+4*	38(42)
Climb	1	21*	-3+1	23
Knowledge (engineering)	20	8	1	32
Survival	1	7	1+4*	12(16)
Swim	1	21*	-3+1	23
Profession(Barrister)	17	7	1	28

Diplomacy	20	6	4	30
Bluff	20	6	4	30
Linguistics	20	8	1	29
Use Magic Device	20	6	4	30
Sense Motive	20	7	1	28
Stealth	20	9*	1	30
Fly	20	7	-3+21	45

Languages: Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnome, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

Traits: Indomitable Faith(+1 will saves), Seeker(+1 perception and class skill)

MF combos [PRD only]

5:

Move(1)- Blind-Fight, Lunge(at 6), Catch Off-Guard, Deadly Aim, Improved Maneuver(except grapple), Stand Still, Step Up, Cleave, Exotic Weapon Proficiency, Improved Unarmed Strike(until 12), Rapid Reload, Throw Anything, Point Blank Shot, Vital Strike, Weapon Focus, Bloody Assault, Bodyguard, Enforcer, Furious Focus, Gang Up, Saving Shield, Shield of Swings, Swift Aid, Coordinated Defense, Coordinated Maneuvers, Outflank, Paired Opportunist, Precise Strike, Shield Wall, Swap Places, Amateur Gunslinger, Bludgeoner, Death from Above, Defensive Weapon Training, Distance Thrower, Flanking Foil, Hammer the Gap, Opening Volley, Performance Weapon Mastery, Pin Down(at 11), Prone Slinger, Two-Handed Thrower, Deflect Arrows(at 12), Critical Effect feats(at 10), Strike Back(at 11), Combat Patrol(at 14), Dazing Assault(at 11), Shadow Strike(not useful), Side Step(at 14), Stunning Assault(at 16), Deadly Finish(at 11)

9:

Move(2)- Any two Move(1), Greater Maneuver(except grapple), Cleave+Great Cleave, IUS+Deflect Arrows(until 12), Bludgeoner+Enforcer, Improved Trip+Felling Smash, EWP+Net Adept, IUS+Improved Grapple, WF+Prone Shooter, EWP(firearms)+Rapid Reload, Point Blank Shot+Precise Shot, PBS+Rapid Shot, WF+Stage Combatant, WF+Whip Mastery, Disruptive+Spellbreaker(at 10), Mobility+Spring Attack, Improvised Weapon Mastery, SF+Greater Shield Focus, WF+Dazzling Display, WF+Greater Weapon Focus, WF+Weapon Specialization, WF+Penetrating Strike(at 12), Bodyguard+In Harm's Way, IBR+Bull Rush Strike, IO+Charge Through, Mobility+Combat Patrol(until 14), SF+Covering Defense, ID+Disarming Strike, Improved Critical+Critical Effect Feats, Step Up+Following Step, Gang Up+Team Up, Blind-Fight+Improved

Blind-Fight(at 10), Improved Trip+Ki Throw, SF+Missile Shield, SC+Improved Second Chance, SF+Shield Specialization, Mobility+Side Step(until 14), IS+Sundering Strike, IG+Body Shield, PBS+Charging Hurler, IG+Chokehold, WF+Close Quarters Thrower,

Swift(1)- Any Move(1),Second Chance, Death from Above, Death or Glory, Vicious Stomp,

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Move(3)- Any three Move(1), Any Move(2)+Any Move(1), Close Quarters Thrower+WF+False Opening, WF+WS+Impaling Critical, EWP+Net Adept+Net Maneuvering, IG+GG+Pinning Knockout, IG+GG+Pinning Rend, IG+GG+Rapid Grappler, WF+Stage Combatant+Enforcer, Improved Trip+Greater Trip+Vicious Stomp, WF+WM+Improved Whip Mastery, WF+DD+Dramatic Display, WF+DD+Hero's Display, WF+DD+Savage Display, Boar Style+Boar Ferocity+Boar Shred, Crane Style+Crane Wing+Crane Riposte, Snapping Turtle Style+IG+Snapping Turtle Clutch, Tiger Style+Tiger Claws+Tiger Pounce, Critical Master+Two effect feats, Spring Attack+Wind Stance+Lightning Stance(with 17 dex), Scorpion Style+Gorgon's Fist+Medusa's Wrath, WF+DD+Shatter Defenses, WF+Weapon Specialization+Greater Weapon Focus, WF+PS+Greater Penetrating Strike(at 16), WF+WS+Greater Weapon Specialization, PBS+Rapid Fire+Deadly Aim, Step Up+Following Step+Step Up and Strike, BF+IBF+Greater Blind Fight(at 15), WF+WS+Point Blank Master, IR+Repositioning Strike, SF+SS+Greater Shield Specialization, Disruptive+Spell Breaker+Teleport Tactician, PBS+PS+Clustered Shots, EWP(firearms)+Rapid Reload+Amateur Gunslinger,

Swift(2)- Any Move(2), Any two Move(1), Improved Trip+Drag Down, Spring Attack+Whirlwind Attack

Free(1)- Any Move(1), Landing Roll,

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Swift(3)- Any Move(3), Any Swift(2)+Any Swift(1), VS+IVS+Greater Vital Strike, SF+MS+Ray Shield(at 20), Spell Breaker+Teleport Tactician+Step Up(at 20)
Immediate(1)-Any Free(1), Fortified Armor Training, Vicious Stomp