

Lord James Mycen

Male human fighter 13

NG Medium humanoid

Init +3; **Senses** Perception –1

Aura inspiring bravery (30 ft.)

Languages Common, Dwarven, Goblin

DEFENSE

AC 43, touch 14, flat-footed 41 (+18 armor, +2 deflection, +2 Dex, +1 natural, +9 shield)

hp 126 (13 HD)

Fort +14, **Ref** +10, **Will** +7; +4 vs. mind-affecting effects

Defensive Abilities bravery +4; **DR** 6/–

OFFENSE

Speed 30 ft. (6 squares)

Melee +5 *bashing heavy adamantine shield* +27/+22/+17 (1d8+14 plus bull rush) or

+5 *bashing heavy adamantine shield* +23/+18/+13 (1d8+22 plus bull rush) with Power Attack, or

+3 *keen adamantine longsword* +24/+19/+14 (1d8+11/17-20) or

+3 *keen adamantine longsword* +20/+15/+10 (1d8+19/17-20) with Power Attack, or

+3 *keen adamantine longsword* +20/+15/+10 (1d8+11/17-20) and

+4 *bashing heavy adamantine shield* +27 (1d8+12 plus bull rush) with Two-Weapon Fighting, or

+3 *keen adamantine longsword* +16/+11/+6 (1d8+19/17-20) and

+4 *bashing heavy steel shield* +23 (1d8+16 plus bull rush) with Power Attack and Two-Weapon Fighting

+2 *dagger* +24/+19/+14 (1d4+11/19-20) or

+2 *dagger* +20/+15/+10 (1d4+19/19-20) with Power Attack, or

mwk sap +23/+18/+13 (1d6+9 nonlethal) or

mwk sap +19/+14/+9 (1d6+17 nonlethal) with Power Attack

Ranged +1 *adaptive longbow* +17/+12/+7 (1d8+5/×3) or

+2 *dagger* +23 (1d4+11/19-20)

Special Attacks weapon training (close +5, heavy blades +4)

STATISTICS

Abilities Str 18 (+4), Dex 16 (+3), Con 14 (+2), Int 14 (+2), Wis 8 (–1), Cha 14 (+2)

Base Atk +13; **CMB** +17 (+27 with shield, +24 with longsword, +21 with bull rush); **CMD** 35 (37 vs. bull rush, 48 vs. grapple/trip, 39 vs. disarm/sunder)

Feats Advanced Armor Training (master armorer), Armor Focus (full plate^B), Craft Magic Arms and Armor^B (armor only), Greater Bull Rush^B, Greater Shield Focus^B, Improved Bravery, Improved Bull Rush^B, Improved Shield Bash^B, Inspiring Bravery, Master Craftsman^B (armor only), Power Attack (–4 attack, +4/+8/+12 damage), Shield Focus^B, Shield Master^B, Shield Slam^B, Stumbling Bash, Toppling Bash, Two Weapon Fighting

Skills Acrobatics +17, Bluff +2 (+3 to fool someone), Craft (armor) +18, Diplomacy +19, Handle Animal +18, Heal +12 (+14 with healer's kit, +17 with bloodblock), Sense Motive +15, Stealth +16, Survival +15; **Armor Check Penalty** –3

SQ advanced armor training (armor specialization: full plate, armored juggernaut, master armorer), advanced weapon training (versatile training: close), armor training 1, traits (reckless, trustworthy)

Combat Gear antiplague (6), antitoxin (6), durable arrows (20), bloodblock (5), *potions of cure light wounds* (10); **Other Gear** +5 *adamantine full plate*, +5 *bashing heavy adamantine shield* with weapon cord, +3 *keen adamantine longsword*, +2 *dagger* (versatile design modification: close), +1 *adaptive longbow*, *amulet of natural armor* +1, armored coat (rarely worn), *belt of bull's strength* +2, *boots of speed*, *cloak of resistance* +3, falconry gauntlet, falcons (2, trained for guarding and hunting, respectively), *gloves of*



dueling, healer's kit (10 uses), masterwork backpack, masterwork sap, *ring of protection +2*, *sash of the war champion*, signal horn, silent signal whistle, tender (21gp, 7sp, 7cp)

Encumbrance light 116 lb., medium 233 lb., heavy 350 lb.; **Weight Carried** 110 lb. 10 oz. (excluding tender)

SPECIAL ABILITIES

Armor Specialization (Ex) While wearing full plate, you add 3 to the armor bonus. This increase to the armor bonus doesn't increase the benefit that you gain from feats, class abilities, or other effects that are determined by your armor's base armor bonus, including other advanced armor training options.

Armored Juggernaut (Ex) You gain DR 1/– when wearing light armor, DR 2/– when wearing medium armor, and DR 3/– when wearing heavy armor. The DR from this ability stacks with that provided by adamantine armor, but not with other forms of damage reduction. This damage reduction does not apply if you are helpless, stunned, or unconscious.

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 1 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 1. In addition, your speed is not reduced for wearing medium or heavy armor.

Bravery (Ex) You gain a +4 bonus on Will saves against mind-affecting effects. Additionally, this bonus applies to your allies, provided they are within 30 feet of you, can see and hear you, and you are not unconscious, stunned, dazed, or confused.

Master Armorer (Ex) You can use your base attack bonus in place of your ranks in the Craft (armor) skill. You substitute your total base attack bonus (including your base attack bonus gained through levels in other classes) for your ranks in this skill, but add the skill's usual ability score modifier and any other bonuses or penalties that would modify that skill. Additionally, you are treated as having the Craft Magic Arms and Armor and Master Craftsman feats, but only for the purpose of making magic armor.

Reckless You gain a +1 bonus on Acrobatics checks, and Acrobatics is always a class skill for you.

Trustworthy You gain a +1 trait bonus on Bluff checks made to fool someone. You also gain a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

Weapon Training (Ex) You receive a +5 bonus to attack and damage rolls when using close weapons, to any combat maneuver checks made with close weapons, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against close weapons. You receive a similar bonus with heavy blades, but only at a +4 bonus.