

Bao Zheng

Male human fighter 8

N Medium humanoid

Init +4; **Senses** Perception +1

Languages Common

DEFENSE

AC 33, touch 18, flat-footed 29 (+11 armor, +4 Dex, +8 shield)

hp 79 (8 HD)

Fort +9, **Ref** +7, **Will** +4; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft. (6 squares)

Melee +1 *keen adamantine nodachi* +14/+9 (1d10+8/15-20) or
+1 *keen adamantine nodachi* +14/+6 (1d10+17/15-20) with
Power Attack

Ranged mwk composite longbow +13/+8 (1d8+4/×3)

Special Attacks weapon training (polearms +1)

STATISTICS

Abilities Str 18 (+4), Dex 18 (+4), Con 14 (+2), Int 10 (+0), Wis 12 (+1), Cha 8 (–1)

Base Atk +8; **CMB** +12 (+14 with nodachi); **CMD** 26 (34 vs. bull rush/disarm/overrun/sunder, 35 to disarm/sunder nodachi)

Feats Furious Focus, Improved Shield Focus, Mobile Bulwark Style^B, Mobile Fortress^B, Mobile Stronghold^B, Power Attack^B, Shield Brace^B, Shield Focus^B, Tower Shield Specialist, Weapon Focus (nodachi)

Skills Climb +9, Survival +12, Swim +9; **Armor Check Penalty** –6

SQ armor training 3

Combat Gear durable arrows (20), *potions (enlarge person 10)*; **Other Gear** +1 *keen adamantine nodachi*, +2 *full plate*, +3 *darkwood tower shield*, *cloak of resistance +1*, fighter's kit, masterwork composite longbow (+4 strength bonus), *sash of the war champion*, tender (61 gp)

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 118 lb. 2 oz. (89 lb. 2 oz. without backpack containing fighter's kit; values exclude tender)

SPECIAL ABILITIES

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 3 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 3. In addition, your speed is not reduced for wearing medium or heavy armor.

Bravery (Ex) You gain a +3 bonus on Will saves against fear effects (included above).

Weapon Training (Ex) You receive a +1 bonus to attack and damage rolls when using polearms, to any combat maneuver checks made with polearms, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against polearms.

FIGHTER'S KIT

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), and a waterskin.

