

Seregon

Male human fighter 20

CN Medium humanoid

Init +7; **Senses** Perception +22

Languages Common, Giant

DEFENSE

AC 60, touch 22, flat-footed 53 (+14 armor, +5 deflection, +7 Dex, +15 natural, +9 shield)

hp 253 (20 HD); **Fast Healing** 1

Fort +22, **Ref** +18, **Will** +13; +5 vs. fear

Defensive Abilities bravery +5, heavy fortification; **DR** 5/-;

Immune bleed

OFFENSE

Speed 40 ft. (8 squares)

Melee *Guruthos* +40/+40/+35/+30/+25 (2d6+25/17-20/×3) or

Guruthos +40/+34/+29/+24/+19 (2d6+43/17-20/×3) with Power Attack, or

Guruthos +35/+35/+30/+25/+20 (2d6+25 plus stun/17-20/×3) with Stunning Assault, or

Guruthos +35/+29/+24/+19/+14 (2d6+43 plus stun/17-20/×3) with Stunning Assault and Power Attack,
or

Geol +35/+30/+25/+20 (1d6+18) or

Geol +35/+24/+19/+14 (1d6+39) with Power Attack, or

Geol +30/+25/+20/+15 (1d6+18 plus stun) with Stunning Assault, or

Geol +30/+19/+14/+9 (1d6+39 plus stun) with Stunning Assault and Power Attack

Ranged *Geol* +35 (1d6+15)

Special Attacks weapon mastery, weapon training (heavy blades +6, hammers +5, close +4, thrown +3)

STATISTICS

Abilities Str 24 (+7), Dex 24 (+7), Con 20 (+5), Int 13 (+1), Wis 14 (+2), Cha 8 (−1)

Base Atk +20; **CMB** +27 (+38 with *Guruthos*, +33 with *Geol*); **CMD** 49 (53 vs. disarm/sunder, 69 vs. bull rush/grapple, cannot be disarmed of *Guruthos*)

Feats Furious Focus^B, Greater Penetrating Strike (greatsword^B), Greater Shield Focus^B, Greater Weapon Focus (greatsword^B), Greater Weapon Specialization (greatsword^B), Improved Natural Armor (9), Ironhide, Penetrating Strike (greatsword^B), Power Attack^B, Racial Heritage (dwarf^B), Shield Focus^B, Stunning Assault^B (Fort DC 30 negates), Weapon Focus (greatsword^B), Weapon Specialization (greatsword^B)

Skills Acrobatics +32 (+36 when jumping), Climb +30, Perception +22, Swim +30

SQ armor mastery, armor training 4

Combat Gear *potions of cure serious wounds* (10), *potions of enlarge person* (10), *potions of fly* (10); **Other Gear** +5 *animated heavy mithral shield*, +5 *defending distance returning shortspear* (*Geol*), +5 *determination heavy fortification mithral full plate*, +5 *keen speed adamantite greatsword* (*Guruthos*), *amulet of natural armor* +5, *belt of physical perfection* +6, *boots of striding and springing*, *cloak of resistance* +5, *gloves of dueling*, *ring of protection* +5, *ring of regeneration*, *tender* (1,129gp)

Encumbrance light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 48 lb. 6 oz. (excluding *tender*)

