

Legionnaire Vet Spearman CR 9

XP 6,400

Human fighter 10

LN Medium humanoid

Init +6; **Senses** Perception +13

Defense

AC 23, touch 12, flat-footed 20 (+6 armor, +2 Dex, +5 shield, -1 encumbrance, +1 dodge)

hp 110 (10d10+30)

Fort +9, **Ref** +7(+8 w/ Shield Ally), **Will** +6;

Defensive Abilities Stand Firm +3, Deft Shield, Shield Ally +2 (AC 25)

Offense

Speed 30 ft.

Melee longspear +13/+8 (1d8+3/x3) or mace +13/+8 (1d8+3), or Power Attack Spear +10/+5 (1d8+9/x3)

Ranged mwk composite shortbow +12/+7 (1d8+3/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks Ready Pike +2 (vs charge), Phalanx Fighting

Tactics

Before Combat

During Combat

Statistics

Str 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +13(+17 w/ bull rush); **CMD** 25(28 vs bull rush, drag, or trip)

Feats Iron Will, Lightning Reflexes, Quick Draw, Improved Initiative, Shield Focus, Dodge, Deadly Aim, Power Attack, Improved Bull Rush, Greater Bull Rush, Lunge

Skills Craft +8, Knowledge (engineering)+8, Perception +11, Ride +9, Survival +12

Languages Common,

Combat Gear Tower Shield, Longspear, Composite +3 shortbow, 20 arrows, rations, heavy mace, dagger, breastplate armor, 2 potions of bull's strength, potion cure light wounds