

THE BODYGUARD**CR 5****XP 2,400**

Male dwarf fighter 6

LN Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +31

DEFENSE**AC** 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)**hp** 61 (6d10+24)**Fort** +8, **Ref** +3, **Will** +4**Defensive Abilities** bravery +2

OFFENSE**Speed** 20 ft.**Melee** +1 *battleaxe* +12/+7 (1d8+7/x3)**Special Attacks** weapon training (axes) +1

STATISTICS**Str** 16, **Dex** 13, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6**Base Atk** +6; **CMB** +27; **CMD** 42**Feats** Cleave, Power Attack, Shield Focus, Step Up, Vital Strike, Weapon Focus (*battleaxe*), Weapon Specialization (*battleaxe*)**Skills** Climb +8, Survival +11**Languages** Common, Elven**SQ** armor training**Gear** +1 *battleaxe*, +1 *full plate*, +1 *heavy steel shield*