

Fei Kune

Male human fighter 13

LG Medium humanoid

Init +2; Senses Perception +19

Languages Common, Draconic, Elven

DEFENSE

AC 29, touch 22, flat-footed 27 (+14 armor, +1 deflection, +2 Dex, +2 natural)

hp 126 (13 HD)

Fort +12, **Ref** +8, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3, dragon resistances; **Resist** fire 10

OFFENSE

Speed 30 ft. (6 squares)

Melee +5 *adamantine greatsword* +33/+28/+23 (2d6+26/19-20) or
+5 *adamantine greatsword* +29/+24/+19 (2d6+38/19-20) with Power Attack, or
2 claws +25 each (1d6+8 plus 1d6 fire) or
2 claws +21/+21 (1d6+16 plus 1d6 fire) with Power Attack

Ranged +1 *adaptive composite longbow* +19/+14/+9 (1d8+9/×3)

Special Attacks breath weapon (30-ft. cone, 11d6 fire, DC 16, 1/day), claws (2, 1d6+8, treated as magic weapons, 5 rounds/day), weapon training (heavy blades +5, natural +4, bows +3)

STATISTICS

Abilities Str 26 (+8), Dex 14 (+2), Con 14 (+2), Int 10 (+0), Wis 10 (+0), Cha 15 (+2)

Base Atk +13; **CMB** +21 (+25 to sunder, +31 with greatsword, +35 with both); **CMD** 34 (38 vs. disarm, 40 vs. sunder)

Feats Cleave, Cleaving Finish, Eldritch Heritage (draconic: gold), Great Cleave, Greater Weapon Focus (greatsword^B), Greater Weapon Specialization (greatsword^B), Improved Cleaving Finish, Improved Eldritch Heritage (2), Improved Surprise Follow-Through^B, Power Attack^B (−4 attack, +4/+8/+12 damage), Skill Focus (intimidate^B, perception^B), Surprise Follow-Through^B, Weapon Focus (greatsword^B), Weapon Specialization (greatsword^B)

Skills Climb +21, Intimidate +24, Linguistics +2, Perception +19, Swim +21; **Armor Check Penalty** −2

SQ armor training 3, focused study

Combat Gear arrows (60), *potions of cure light wounds* (10); **Other Gear** +1 *adaptive composite longbow*, +5 *adamantine greatsword*, +5 *full plate*, *belt of giant strength* +6, bit and bridle (on horse), *cloak of resistance* +2, *gloves of dueling*, heavy horse (combat trained), military saddle (on horse), *ring of protection* +1, scale mail barding (on horse), tender (75gp), war medal (worth 300gp)

Encumbrance light 400 lb., medium 800 lb., heavy 1,200 lb.; **Weight Carried** 71 lb. (excluding 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.

Breath Weapon (Su) You gain a breath weapon useable once per day. This breath weapon deals 1d6 points of fire damage per character level −2 in a 30-foot cone. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + ½ your character level + your Charisma modifier − 2.

Claws (Su) You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d6 points of damage plus your Strength modifier plus 1d6 fire damage. These claws are considered magic weapons for the purpose of overcoming DR. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.



Dragon Resistances (Ex) You gain resist fire 10 and a +2 natural armor bonus (included above).

Weapon Training (Ex) You receive a +5 bonus to attack and damage rolls when using heavy blades, to any combat maneuver checks made with heavy blades, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against heavy blades. You receive a similar bonus with natural attacks and bows, but only at a +4 and +3 bonus, respectively.