

Ord Zheng

Male half-elf fighter 9

CN Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +14

Languages Common, Dwarven, Elven

Immune magical sleep effects

DEFENSE

AC 24, touch 13, flat-footed 22 (+10 armor, +1 deflection, +2 Dex, +1 natural)

hp 97 (9 HD)

Fort +9, **Ref** +6, **Will** +4; +3 vs. mind-affecting effects; +2 vs. enchantment

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft. (6 squares)

Melee +2 *nodachi* +21/+16 (1d10+14/18-20) or
+2 *nodachi* +18/+13 (1d10+23/18-20) with Power Attack

Ranged mwk composite longbow +12/+7 (1d8+5/×3)

Special Attacks weapon training (heavy blades +4)

STATISTICS

Abilities Str 20 (+5), Dex 14 (+2), Con 14 (+2), Int 14 (+2), Wis 10 (+0), Cha 14 (+2)

Base Atk +9; **CMB** +14 (+18 with heavy blades); **CMD** 27 (31 to disarm/sunder heavy blades)

Feats Advanced Armor Training^B (3), Advanced Weapon Training^B, Cunning, Fast Learner, Improved Bravery, Improved Improvisation, Improvisation, Power Attack^B

Skills Acrobatics +10, Appraise +8, Bluff +14, Climb +13, Craft (all) +8, Diplomacy +8, Disable Device +4, Disguise +14, Escape Artist +10, Fly +4, Handle Animal +14, Heal +6, Intimidate +14, Knowledge (engineering) +14, Knowledge (others) +8, Linguistics +8, Perception +14, Perform (all) +8, Profession (all) +6, Ride +10, Sense Motive +6, Sleight of Hand +10, Spellcraft +6, Stealth +10, Survival +12, Swim +13, Use Magic Device +8; **Armor Check Penalty** -4

SQ advanced armor training (adaptable training ×4), advanced weapon training (versatile training: crossbows and heavy blades), armor training 2, focused study, reflexive improvisation

Combat Gear durable arrows (20), *oils/potions (cure light wounds 5, enlarge person 5, grease 5, reduce person 5)*; **Other Gear** +2 *nodachi*, +2 *stone lamellar*, *amulet of natural armor +1*, *belt of giant strength +2*, *cloak of resistance +1*, fighter's kit, *gloves of dueling*, *jingasa of the fortunate soldier*, masterwork composite longbow (+5 strength bonus), *sash of the war champion*, tender (5pp, 10gp, 10sp)

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 96 lb. 5 oz. (excluding tender)

SPECIAL ABILITIES

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 2 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 2. In addition, your speed is not reduced for wearing medium or heavy armor.

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

Reflexive Improvisation You gain a +2 racial bonus on untrained skill checks.

Weapon Training (Ex) You receive a +4 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.

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.

