

Esmeralda

Female human fighter 18

LN Medium humanoid

Init +9; **Senses** Perception +3

Languages Common, Elven

DEFENSE

AC 40, touch 23, flat-footed 32 (+13 armor, +2 defending, +3 deflection, +8 Dex, +3 natural, +1 shield)

hp 192 (18 HD)

Fort +19, **Ref** +20, **Will** +14; +5 vs. fear

Defensive Abilities bravery +5

OFFENSE

Speed 40 ft. (8 squares)

Melee +1 *speed wounding short sword* +36 (2d6+22 plus 1 bleed/19-20), or
+1 *speed wounding short sword* +34/+34/+29/+24/+19 (2d6+22 plus
1 bleed/19-20) and

+3 *defending wounding short sword** +34/+29/+24 (2d6+22 plus 1 bleed/19-20)

Ranged +3 *composite longbow* +33/+28/+23/+18 (1d8+11/×3)

Special Attacks advanced weapon training (light blades; dazzling intimidation, focused weapon, trained grace),
weapon training (light blades +6, bows +5)

* *Esmeralda typically allocates 2 points of her sword's enhancement bonus to her AC (included in above stats).*

STATISTICS

Abilities Str 20 (+5), Dex 28 (+9), Con 16 (+3), Int 13 (+1), Wis 16 (+3), Cha 16 (+3)

Base Atk +18; **CMB** +23 (+34 with short swords); **CMD** 44

Feats Advanced Weapon Training (dazzling intimidation), Dazzling Display^B, Deadly Stroke^B, Disheartening Display, Double Slice, Greater Penetrating Strike (short sword^B), Greater Two-Weapon Fighting, Greater Weapon Focus (short sword^B), Greater Weapon Specialization (short sword^B), Improved Two-Weapon Fighting, Intimidating Prowess^B, Penetrating Strike (short sword^B), Shatter Defenses^B, Persuasive, Skill Focus (acrobatics^B, diplomacy^B, intimidate^B), Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword^B), Weapon Specialization (short sword^B)

Skills Acrobatics +33 (+42 when jumping), Climb +26, Diplomacy +31, Intimidate +45, Swim +26

SQ advanced armor training (armor specialization: breastplate), armor training +3, focused study

Combat Gear arrows (20), *potions of fly* (3); **Other Gear** +1 *speed wounding short sword*, +3 *composite longbow* (+5 strength bonus), +3 *defending wounding short sword*, +3 *mithral breastplate*, *amulet of natural armor* +3, *belt of physical perfection* +6, *boots of striding and springing*, *cloak of resistance* +5, *gloves of dueling*, *headband of mental prowess* +6 (wisdom, charisma), *ring of freedom of movement*, *ring of protection* +3, tender (40pp, 79gp)

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 27 lb. 8 oz. (excluding tender)

SPECIAL ABILITIES

Armor Specialization (Ex) While wearing breastplate, you add 4 to the armor bonus. This increase to the armor bonus doesn't increase the benefit that you gain from feats, class abilities, or other effects that are determined by your armor's base armor bonus, including other advanced armor training options.

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 4 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 4. In addition, your speed is not reduced for wearing medium or heavy armor.

Bravery (Ex) You gain a +5 bonus on Will saves against fear effects (included above).

Dazzling Intimidation (Ex) You apply your weapon training bonus to Intimidate checks and can attempt an Intimidate check to demoralize an opponent as a move action instead of a standard action. You can use your Dazzling Display feat as a standard action instead of a full-round action.



Focused Weapon (Ex) Your damage with short swords is based on the damage of the warpriest's sacred weapon class feature, treating your fighter level as your warpriest level.

Trained Grace (Ex) When you use Weapon Finesse to make a melee attack with a weapon, using your Dexterity modifier on attack rolls and your Strength modifier on damage rolls, you double your weapon training bonus on damage rolls.

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