

Milerna “Milly” Nanneel

Female human fighter 10 (two-handed fighter)

LG Medium humanoid

Init +4; **Senses** Perception +11

Languages Common, Halfling

DEFENSE

AC 23, touch 14, flat-footed 18 (+8 armor, +4 Dex)

hp 108 (10 HD)

Fort +11, **Ref** +8, **Will** +5

DR 3/– vs. tiny ranged weapons

OFFENSE

Speed 20 ft. (4 squares)

Melee +1 *impact halberd* +19/+14 (2d8+11^{†‡}/×3) or

+1 *impact halberd* +16/+11 (2d8+20^{†‡}/×3) with Power Attack, or

+1 *impact halberd* +19 (4d8+15[†]/×3) with Vital Strike, or

+1 *impact halberd* +16 (4d8+24[†]/×3) with Vital Strike and Power Attack, or

+1 *iron skillet* +19/+14 (2d6+11^{†‡}/19-20) or

+1 *iron skillet* +19/+11 (2d6+20^{†‡}/19-20) with Power Attack, or

+1 *iron skillet* +19 (4d6+15[†]/19-20) with Vital Strike, or

+1 *iron skillet* +16 (4d6+24[†]/19-20) with Vital Strike and Power Attack

Ranged +1 *composite longbow* +14/+9 (1d8+5/×3) or

+1 *composite longbow* +14/+9 (1d8+5 nonlethal/×3) with blunt arrows, or

+1 *composite longbow* +14/+9 (1d6+5/×3) with flight arrows

Special Attacks backswing, overhand chop, shattering strike +3, weapon training (two-handed weapons +4)

[†] Add +3 to damage against objects. [‡] Add +4 to damage for each attack after the first.

STATISTICS

Abilities Str 18 (+4), Dex 18 (+4), Con 16 (+3), Int 13 (+1), Wis 12 (+1), Cha 8 (–1)

Base Atk +10; **CMB** +14 (+23 reposition/trip, +22 sunder, +19 drag, +15 bull rush); **CMD** 28 (40 vs. trip, 38 vs. grapple, 31 vs. sunder, 30 vs. reposition)

Feats Catch Off-Guard^B, Combat Expertise^B (–3 attack, +3 AC), Following Step, Greater Reposition^B, Greater Trip^B, Improved Reposition^B, Improved Trip^B, Improvised Weapon Mastery^B, Power Attack (–3 attack, +3/+6/+9 damage), Step Up, Step Up and Strike, Vital Strike

Skills Acrobatics +10 (+6 when jumping), Climb +8, Perception +11, Profession (cook) +14, Swim +8; **Armor Check Penalty** –4

Combat Gear arrows (20), bladeguard (2), blunt arrows (20), flight arrows (20), *potions (enlarge person 8)*, weapon blanches (adamantine 2, cold iron 4, silver 4); **Other Gear** +1 *composite longbow* (+4 strength bonus), +1 *impact halberd*, +1 *patchwork kitchen armor* (as o-yoroi with nimble modification), armored coat, *belt of physical might* +2 (strength, dexterity), *cloak of resistance* +1, *feather step slippers* (but as stiletto boots), fighter's kit (see below), *gloves of dueling*, *iron spike of safe passage*, masterwork backpack, quilted cloth, shortsword, skillet, tender (84gp)

Encumbrance light 116 lb., medium 233 lb., heavy 350 lb.; **Weight Carried** 158 lb. 8 oz. (excluding tender)

SPECIAL ABILITIES

Backswing (Ex) When you make a full attack with a two-handed weapon, you add double your strength bonus to damage rolls for all attacks after the first.

Overhand Chop (Ex) When you make a single attack (with the attack action or a charge) with a two-handed weapon, you add double your Strength bonus on damage rolls.

Shattering Strike (Ex) You gain a +3 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects.

Weapon Training (Ex) You receive a +4 bonus to attack and damage rolls when using two-handed melee weapons.



FIGHTER' 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.