

Esmeralda

Female human fighter 18 (two-weapon warrior)

LN Medium humanoid

Init +4; **Senses** Perception +3

Languages Common, Elven

DEFENSE

AC 34, touch 18, flat-footed 21 (+12 armor, +2 defending, +3 deflection, +3 Dex, +3 natural, +1 shield)

hp 246 (18 HD)

Fort +22, **Ref** +15, **Will** +14; +5 vs. fear

Defensive Abilities bravery +5, defensive flurry +4

OFFENSE

Speed 30 ft. (6 squares), run ×3

Melee +1 *speed wounding short sword* +29 (1d6+13 plus 1 bleed/17-20) or +1 *speed wounding short sword* +29 (1d6+13 plus 1 bleed/17-20) and +3 *defending wounding short sword** +29 (1d6+13 plus 1 bleed/17-20) as a standard action; rend 1d10+12 and free disarm or sunder if both weapons hit, or
+1 *speed wounding short sword* +33/+33/+28/+23/+18 (1d6+17 plus 1 bleed/17-20) and +3 *defending wounding short sword** +33/+28/+23 (1d6+17 plus 1 bleed/17-20); rend 1d10+12 and free disarm or sunder if both weapons hit

Ranged +3 *composite longbow* +26/+21/+16/+11 (1d8+11/×3)

Special Attacks deft doublestrike, equal opportunity, improved balance, perfect balance, twin blades +4

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

STATISTICS

Abilities Str 26 (+8), Dex 18 (+4), Con 22 (+6), Int 13 (+1), Wis 16 (+3), Cha 16 (+3)

Base Atk +18; **CMB** +30; **CMD** 43

Feats Combat Reflexes (5 AoO's/round), Dazzling Display^B, Deadly Stroke^B, 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 Critical (short sword^B), Improved Two-Weapon Fighting, Intimidating Prowess^B, Penetrating Strike (short sword^B), Shatter Defenses^B, Persuasive, Skill Focus (diplomacy^B, heal^B, intimidate^B), Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (short sword), Weapon Specialization (short sword^B)

Skills Acrobatics +19 (+24 when jumping), Climb +17, Diplomacy +31, Heal +27, Intimidate +42, Swim +17; **Armor Check Penalty** -3

Special Qualities focused study

Combat Gear arrows (20), *potions of cure serious wounds* (8); **Other Gear** +1 *speed wounding short sword*, +3 *composite longbow* (+8 strength bonus), +3 *defending wounding short sword**, +3 *mithral full plate*, *amulet of natural armor* +3, *belt of physical perfection* +6, *boots of striding and springing*, *cloak of resistance* +5, *headband of mental prowess* +6 (wisdom, charisma), *lesser bracers of archery*, *ring of freedom of movement*, *ring of protection* +3, tender (129gp)

Encumbrance light 306 lb., medium 613 lb., heavy 920 lb.; **Weight Carried** 29 lb. (excluding tender)



SPECIAL ABILITIES

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

Defensive Flurry (Ex) When you make a full attack with both weapons, you gain a +4 dodge bonus to AC against melee attacks until the beginning of your next turn.

Deft Doublestrike (Ex) When you hit an opponent with both weapons, you can make a disarm or sunder attempt (or trip, if one or both weapons can be used to trip) against that opponent as an immediate action that does not provoke attacks of opportunity.

Doublestrike (Ex) You may, as a standard action, make one attack with both your primary and secondary weapons. The penalties for attacking with two weapons apply normally.

Equal Opportunity (Ex) When you make an attack of opportunity, you may attack once with both your primary and secondary weapons. The penalties for attacking with two weapons apply normally.

Improved Balance (Ex) The attack penalties for fighting with two weapons are reduced by –1 for you. Alternatively, you may use a one-handed weapon in your off-hand, treating it as if it were a light weapon with the normal light weapon penalties.

Perfect Balance (Ex) The penalties for fighting with two weapons are reduced by an additional –1 for you. This benefit stacks with improved balance. If you are using a one-handed weapon in your off hand, treating it as a light weapon, you use the normal light weapon penalties.

Twin Blades (Ex) You gain a +4 bonus on attack and damage rolls when making a full attack with two weapons or a double weapon (included above).