

Mighty Elmon

Male halfling fighter 10

NG Small humanoid (halfling)

Init +5; **Senses** Perception +13

Languages Common, Gnome, Halfling

DEFENSE

AC 30, touch 18, flat-footed 25 (+7 armor, +2 deflection, +5 Dex, +2 natural, +3 shield, +1 size)

hp 98 (10 HD)

Fort +12, **Ref** +11, **Will** +7; +5 vs. fear

Defensive Abilities bravery +3, fearless, halfling luck

OFFENSE

Speed 20 ft. (4 squares)

Melee +1 *seeking halfling sling staff* +22/+17 (1d8+12) one-handed, or
+1 *seeking halfling sling staff* +19/+14 (1d8+18) with one-handed Power
Attack, or

+1 *seeking halfling sling staff* +21/+16 (1d8+14) two-handed, or

+1 *seeking halfling sling staff* +18/+13 (1d8+21) with two-handed Power Attack

Ranged +1 *seeking halfling sling staff* +25/+20 (1d8+17/×3) with Point Blank Shot

+1 *seeking halfling sling staff* +23/+23/+18 (1d8+17/×3) with Point Blank Shot and Rapid Shot

Special Attacks advanced weapon training (close; focused weapon, trained throw), weapon training (thrown +4)

STATISTICS

Abilities Str 18 (+4), Dex 20 (+5), Con 14 (+2), Int 12 (+1), Wis 12 (+1), Cha 9 (−1)

Base Atk +10; **CMB** +13; **CMD** 30

Feats Advanced Weapon Training^B, Arc Slinger, Craft Magic Arms and Armor^B (armor only), Greater Weapon Focus (sling), Halfling Slinger, Master Craftsman, Point Blank Shot^B, Power Attack, Precise Shot^B, Rapid Shot^B, Weapon Focus (halfling sling staff^B), Slipslinger Style, Weapon Specialization (sling^B)

Skills Craft (armor) +16, Perception +13, Ride +13, Sleight of Hand +15, Stealth +19, Survival +9; **Racial Bonus** +2 Perception

SQ advanced armor training (master armorer), armor training 2, keen senses, traits (armor expert, helpful), warslinger, weapon familiarity

Combat Gear groaning bullets (10), halfling little starstones (10), halfling softstones (20), halfling spongstones (10), *oils/potions* (*align weapon* 3, *darkvision* 3), sling bullets (adamantine 20, alchemical silver 40, cold iron 40, standard 50); **Other Gear** +1 *seeking halfling sling staff*, +2 *buckler*, +2 *glamered kikko*, *amulet of natural armor* +2, *belt of physical might* +2 (strength, dexterity), *cloak of resistance* +2, *gloves of dueling*, *ring of protection* +2, *tender* (10pp, 5gp, 8cp)

Encumbrance light 75 lb., medium 150 lb., heavy 225 lb.; **Weight Carried** 73 lb. 6 oz. (excluding tender)

SPECIAL ABILITIES

Armor Expert When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Armor Training (Ex) Whenever you wear armor, you reduce the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by your armor by 1. Additionally, you can also move at your normal speed while wearing medium or heavy armor.

Bravery (Ex) You gain a +3 bonus on Will saves against fear (included above).

Fearless You receive a +2 racial bonus on all saving throws against fear (included above).

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

Halfling Luck You receive a +1 racial bonus on all saving throws (included above).



Helpful Whenever you successfully perform an aid another action, you grant your ally a +4 bonus instead of the normal +2.

Trained Throw (Ex) When you make a ranged attack with a thrown weapon and apply your Dexterity modifier on attack rolls and your Strength modifier on damage rolls, you double your weapon training bonus on damage rolls.

Warslinger You can reload a sling as a free action. Reloading a sling still requires two hands and provokes attacks of opportunity.

Weapon Training (Ex) You receive a +4 bonus to attack and damage rolls when using thrown weapons, to any combat maneuver checks made with thrown weapons, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against thrown weapons.