

Theen Fida

Female human fighter 8

N Medium humanoid (human)

Init +3; **Senses** Perception +10

Languages Common, Goblin

DEFENSE

AC 27, touch 15, flat-footed 23 (+10 armor, +3 Dex, +1 deflection, +1 dodge, +1 natural, +1 shield)

hp 83 (8 HD)

Fort +9, **Ref** +6, **Will** +5; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft. (6 squares)

Melee +1 *meteor hammer* +14/+9 (1d8+8) in fortress mode, or
+1 *meteor hammer* +11/+6 (1d8+17) with power attack in fortress
mode, or

+1 *meteor hammer* +12/+12/+7 (1d8+6/1d8+4) with two-weapon fighting in meteor mode, or

+1 *armor spikes* +13/+8 (1d6+5) or

mwk hunga munga +13/+8 (1d6+4) or

mwk spiked gauntlets +13/+8 (1d4+4)

Ranged mwk hunga munga +12 (1d6+4)

Special Attacks weapon training (flails +1)

STATISTICS

Abilities Str 18 (+4), Dex 16 (+3), Con 14 (+2), Int 13 (+1), Wis 14 (+2), Cha 8 (–1)

Base Atk +8; **CMB** +12; **CMD** 27 (35 vs. overrun and trip)

Feats Bodyguard^B, Combat Patrol, Combat Reflexes^B, Dodge, In Harm's Way^B, Mobility, Power Attack^B,
Stand Still, Two-Weapon Fighting^B

Skills Acrobatics +8, Perception +10, Sense Motive +10, Survival +13; **Armor Check Penalty** –3

SQ armor training 2, military tradition (dire flail, meteor hammer)

Combat Gear *potions (cure light wounds 10, mage armor 10)*; **Other Gear** +1 *meteor hammer*, +1 *full plate*
with +1 *armor spikes*, *amulet of natural armor* +1, *belt of giant strength* +4, *cloak of resistance* +1, *hat*
of disguise (often used on charges), masterwork backpack, masterwork hunga mungas (4), masterwork
spiked gauntlets (2), *ring of protection* +1, tender (164gp)

Encumbrance light 116 lb., medium 233 lb., heavy 350 lb.; **Weight Carried** 88 lb. (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 +2 bonus on Will saves against fear effects.

Military Tradition You gain proficiency with up to two martial or exotic weapons appropriate to your culture.

Weapon Training (Ex) You receive a +1 bonus to attack and damage rolls when using flails, to any combat maneuver checks made with flails, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against flails (included above).

