

Nym Amalith

Male human fighter 12

CG Medium humanoid

Init +11; **Senses** Perception +13

Languages Common, Dwarven, Elven

DEFENSE

AC 32, touch 18, flat-footed 24 (+14 armor, +7 Dex, +1 dodge); **Mobility**
hp 117 (12 HD)

Fort +16, **Ref** +22, **Will** +14; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 40 ft. (8 squares)

Melee +1 *greatsword* +19/+14/+9 (2d6+8/19-20), or
+1 *greatsword* +19 (6d6+8/19-20) with Improved Vital Strike

Ranged +1 *adaptive electric burst composite longbow* +24/+19/+14 (1d8+11
plus 1d6 electricity/×3 plus 2d10 electricity), or

+1 *adaptive electric burst composite longbow* +20/+15/+10 (1d8+19 plus 1d6 electricity/×3 plus 2d10
electricity) with Deadly Aim, or

+1 *adaptive electric burst composite longbow* +24 (3d8+11 plus 1d6 electricity/×3 plus 2d10 electricity)
with Improved Vital Strike, or

+1 *adaptive electric burst composite longbow* +20 (3d8+19 plus 1d6 electricity/×3 plus 2d10 electricity)
with Improved Vital Strike and Deadly Aim

Special Attacks weapon training (bows +2, heavy blades +1)

STATISTICS

Abilities Str 19 (+4), Dex 24 (+7), Con 14 (+2), Int 14 (+2), Wis 12 (+1), Cha 8 (–1)

Base Atk +12; **CMB** +14; **CMD** 34

Feats Deadly Aim, Dodge, Greater Weapon Focus (longbow^B), Greater Weapon Specialization (longbow^B),
Improved Initiative, Improved Vital Strike, Mobility, Point Blank Shot^B, Precise Shot^B, Shot on the
Run^B, Spring Attack, Vital Strike, Weapon Focus (longbow^B), Weapon Specialization (longbow^B)

Skills Acrobatics +24 (+28 when jumping), Climb +19, Knowledge (local) +8, Perception +13, Stealth +19,
Survival +16, Swim +13

SQ armor training +3

Combat Gear arrows (100), *potions of cure light wounds* (8), *tree feather tokens* (2); **Other Gear** +1 *adaptive
electric burst composite longbow*, +1 *greatsword*, +5 *mithral fullplate*, *belt of physical might* +4
(Strength, Dexterity), *boots of striding spring*, *cloak of resistance* +2, *tender* (45gp)

Encumbrance light 116 lb., medium 233 lb., heavy 350 lb.; **Weight Carried** 44 lb. (excluding tender)

SPECIAL ABILITIES

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 3 (to a minimum of 0)
and increase your armor's maximum Dexterity modifier limit by 3. In addition, your speed is not
reduced for wearing medium or heavy armor.

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

Weapon Training (Ex) You receive a +2 bonus to attack and damage rolls when using heavy bows, to any
combat maneuver checks made with bows, and to your Combat Maneuver Defense when defending
against disarm and sunder attempts made against bows. You receive a similar bonus with heavy blades,
but only at a +1 bonus.

