

GARMEN ULRETH

CREATURE 3

NE

MEDIUM

HUMANOID

HUMAN

Perception +8

Skills Deception +10, Diplomacy +10, Intimidation +10, Society +8, Stealth +9, Thievery +11, Local Lore +6, Gambling Lore +6

Str +1, **Dex** +4, **Con** +1, **Int** +1, **Wis** -1, **Cha** +3

Items +1 rapier, hand crossbow with 10 bolts, studded leather armor, buckler, infiltrator thieves' tools, invisibility potion (2), 13 gp, 3 sp, 7 cp

AC 20 (21 with shield raised); **Fort** +6, **Ref** +11, **Will** +6

HP 35

Attack of Opportunity 

Deny Advantage Garmen isn't flat-footed to creatures of 3rd level or lower that are hidden, undetected, flanking or using surprise attack.

Speed 25 feet

Melee  +1 rapier +10 (disarm, deadly d8, finesse), **Damage** 1d6+1 piercing

Sneak Attack 1d6

Scoundrel When Garmen successfully Feints, the target is flat-footed against melee attacks he attempts against it until the end of his next turn. On a critical success, the target is flat-footed against all melee attacks - not just his - until the end of his next turn.