EWHAR "HATCHET-HAND" VRESS

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CREATURE 5
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UNIQUE **CE** **MEDIUM** **HUMANOID** **HUMAN**

Perception +10

Languages Common, Hallit

Skills Athletics +13, Intimidation +12

Str +4, **Dex** +2, **Con** +4, **Int** +0, **Wis** +1, **Cha** +2

Items gas grenade^ (2), soothe^ (2), hide armor, hatchet, 19 gp, 4 sp

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AC 21; **Fort** +14, **Ref** +12, **Will** +10

HP 75

Bravery as the fighter class feature

Speed 25 feet

Melee ❖ hatchet-hand +15 (agile, free-hand, sweep), **Damage** 2d6+6 slashing

Melee ❖ hatchet +15 (agile, sweep, thrown 10ft), **Damage** 2d6+6 slashing

Ranged ❖ hatchet +13 (agile, sweep, thrown 10ft), **Damage** 2d6+6 slashing

Double Slice ❖❖ Hatchet-Hand makes two Strikes against the same target, one with each of his hatchets. He combines the damage of any attacks that hit and applies precision damage, resistances, and weaknesses only once. Both attacks count toward his multiple attack penalty, but the penalty increases only after both attacks.