

BIRDFOOD

CREATURE 6

CE

MEDIUM

HUMANOID

HUMAN

Perception +17

Languages Common, Hallit

Skills Athletics +13, Nature +12, Stealth +15, Survival +12

Str +3, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

Favored Enemy When Birdfood rolls initiative, he can use Hunt Prey as a free action on any human or elf he sees.

Items +1 striking composite shortbow, 15 arrows, shortsword, 12 silverdisks, 15 gp, 7 sp

AC 24; **Fort** +13, **Ref** +15, **Will** +13

HP 95

Speed 25 feet

Ranged ♦ +1 striking composite shortbow +17 (deadly d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 2d6+1 piercing

Melee ♦ shortsword +16 (agile, finesse, versatile S), **Damage** 1d6+3 piercing

Focus Spells 1 Focus Point, DC 20 ; **1st** *gravity weapon*;

Hunt Prey ♦ (concentrate) as the ranger feat

Hunted Shot ♦ (flourish) as the ranger feat

Go For The Eyes! ♦ Birdfood commands his three hawks: Kij, Rej and Yarkus. Until the start of his next turn, Birdfood's Strikes that damage a creature one of his hawks threatens also deal 1d4 persistent bleed damage, and the target is dazzled until it removes the bleed damage.