EWHAR "HATCHET-HAND" VRESS

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 When Hatchet-Hand rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

Speed 25 feet

Melee ◆ hatchet-hand +15 (agile, free-hand, sweep), **Damage** 1d8+10 slashing

Melee ◆ hatchet +15 (agile, sweep, thrown 10ft), **Damage** 1d8+10 slashing

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