

# GARMEN ULRETH

## CREATURE 4

**UNIQUE****NE****MEDIUM****HUMANOID****HUMAN****Perception** +9**Skills** Deception +13, Diplomacy +11, Intimidation +11, Society +9, Stealth +10, Thievery +12, Local Lore +7, Gambling Lore +7**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** 21 (22 with shield raised); **Fort** +7, **Ref** +12, **Will** +7**HP** 44**Attack of Opportunity** **Deny Advantage** Garmen isn't flat-footed to creatures of 4th level or lower that are hidden, undetected, flanking or using surprise attack.**Speed** 25 feet**Melee**  +1 rapier +11 (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 until the end of his next turn.