

SEERATH

CREATURE 11

UNIQUE

NE

MEDIUM

HUMANOID

ANDROID

Perception +23; darkvision

Skills Acrobatics +22, Athletics +19, Crafting +17, Deception +13, Stealth +23, Thievery +21, Engineering Lore +16

Str +4, **Dex** +5, **Con** +3, **Int** +1, **Wis** +4, **Cha** +0

Snare Crafting Seerath can Craft snares and has the supplies to make up to two raining knives snares and up to two binding snares.

Items scatterlight suit^, timeworn zero pistol^, concussion grenade^ (5), battery^ (2)

AC 32; **Fort** +20, **Ref** +22, **Will** +21; +1 circumstance to all saves vs. disease, poison, and radiation

HP 195

Deny Advantage Seerath isn't flat-footed to creatures of 11th level or lower that are hidden, undetected, flanking, or using surprise attack.

Nanite Surge ➤ as the android feature

Nimble Dodge ➤ **Trigger** Seerath is targeted with a melee or ranged attack by an attacker she can see; **Effect** Seerath gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee ♦ fist +22 (agile, finesse), **Damage** 1d4+4 bludgeoning

Ranged ♦ timeworn zero pistol +23 (cold, tech^), **Damage** 1d6+11 cold plus slowed 1 for 1 round on a critical hit

Sneak Attack 3d6

One Shot, One Kill ♦ as the gunslinger sniper initial deed, 2d6

Vital Shot ♦♦ as the gunslinger sniper advanced deed, 2d6

Trick Shot ♦♦ as the gunslinger feat

Covet Charge ♦♦ **Frequency** once a day; **Effect** Seerath makes a Strike with her timeworn zero pistol. This Strike does not use any charges.