

UNIQUE

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MEDIUM

HUMANOID

ANDROID

Perception +23**Skills** Acrobatics +22, Athletics +18, Crafting +17, Deception +15, Stealth +24, Thievery +22, Engineering Lore +17**Str** +3, **Dex** +5, **Con** +3, **Int** +2, **Wis** +2, **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** +19; +1 circumstance to all saves vs. disease, poison, and radiation**HP** 195**Deny Advantage** Seerath isn't flat-footed to creatures of 10th level or lower that are hidden, undetected, flanking, or using surprise attack.**Nanite Surge** ➡ **Trigger** Seerath attempts a skill check but hasn't rolled yet; **Effect** Seerath stimulates her nanites, forcing her body to temporarily increase its efficiency. She gains a +2 status bonus to the triggering skill check. In addition, her circuitry glows, creating a 10-foot emanation with dim light for 1 round.**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+3 bludgeoning**Ranged** ♦ timeworn zero pistol +22 (cold, technology^), **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.