

# EW HAR "HATCHET-HAND" VRESS

CREATURE 5

UNIQUE

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

**AC** 21; **Fort** +14, **Ref** +12, **Will** +10

**HP** 75

**Bravery** as the fighter class feature

**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 his hatchets. He combines the damage of any attacks that hit and applies precision damage, resistances, and weaknesses only once. Both attacks count toward his multiple attack penalty, but the penalty increases only after both attacks.