

TEN-PENNY TACEY

CREATURE 3

CN**MEDIUM****HUMANOID****HUMAN****ORC****Perception** +9**Languages** common, goblin, orc**Skills** Acrobatics +10, Athletics +7, Deception +9, Intimidation +9, Society +7, Stealth +9, Thievery +10**Str** +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1**Items** hand crossbow with 10 bolts, thieves' tools, rope, climbing kit, crowbar, dagger, leather armor, tanglefoot bag (lesser), shortsword, key to chest in area H12.**AC** 19; **Fort** +6, **Ref** +12, **Will** +6**HP** 42

Orc Superstition 🌀 (concentrate, orc); **Trigger** Ten-Penny Tacey attempts a saving throw against a spell or magical effect, before rolling. **Effect** Ten-Penny Tacey defend herself against magic by relying on techniques derived from orc cultural superstitions. She gains a +1 circumstance bonus to your saving throw against the triggering spell or magical effect.

Nimble Dodge 🌀 **Trigger** A creature targets Ten-Penny Tacey with an attack she can see the attacker. **Effect** Ten-Penny Tacey deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 25**Sneak attack** 💎 Ten-Penny Tacey deals an extra 1d6 precision damage to flat-footed creatures.