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MEDIUM

HUMANOID

Perception +30**Languages** Common, Thassilonian**Skills** Acrobatics +31, Athletics +35, Intimidation +35**Str** +9, **Dex** +6, **Con** +6, **Int** +5, **Wis** +6, **Cha** +6**Combat Reflexes** At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to make an Attack of Opportunity.**Disruptive Stance** ♦ (Stance) As long as you are in this stance, you can use Attack of Opportunity when a creature within your reach uses a concentrate action, in addition to manipulate and move actions. Furthermore, you disrupt a triggering concentrate or manipulate action if your Strike hits (not only if it's a critical hit).**Attack of Opportunity** ↻**Items** Full Plate, Steel Shield, Belt of Giant Strength**AC** 42; **Fort** +30, **Ref** +30, **Will** +27**HP** 331; **Immunities** Mental; **Weaknesses** susceptible to dominant weapons**Determination** ♦ (Concentrate) Choose a single nonpermanent spell or condition that is affecting you. If you chose a condition, its effect on you ends. If you chose a spell, attempt to counteract the spell (your counteract level is equal to half your level, rounded up, and you attempt a Will save as your counteract check).**Shield Block** ↻**Speed** 25 feet**Melee** ♦ chellan, sword of greed +36 (Forceful, Sweep), **Damage** 3d12+20 slashing**Ranged** ♦ composite bow +28, **Damage** 3d6+17**Crystallise** ↻ (transmutation, incapacitation) Activate envision;**Frequency** Once per round and you succeed on a Strike with Chellan and deal damage. The target must be a living creature made of flesh;**Effect** The target must succeed at a Fortitude save DC 40 or be slowed 1 until the end of your next round. Subsequent hits using this reaction increase the slow effect by 1 and extend its duration for another round. When a creature is unable to act due to the slowed condition from this ability, the creature is permanently non-magically petrified and turned to crystal.**Power Attack** ♦♦ (Flourish) Add 3 extra damage dice to the attack.**Sudden Charge** ♦♦ (Flourish, Open) Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy.**Swipe** ♦♦ (Flourish) Make a single melee Strike with a +1 Sweep bonus and compare the attack roll result to the ACs of up to two foes, each of whom must be within your melee reach and adjacent to the other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty.**Blind Fight** ♦ You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

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Felling Strike ♦♦ Make a Strike. If it hits and deals damage to a flying target, the target falls up to 120 feet. The fall is gradual enough that if it causes the target to hit the ground, the target takes no damage from the fall. If the attack is a critical hit, the target can't Fly, Leap, levitate, or otherwise leave the ground until the end of your next turn.

Sudden Leap ♦♦ Make a Leap, High Jump, or Long Jump and attempt one melee Strike at any point during your jump. Immediately after the Strike, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump. If the distance you fall is no more than the height of your jump, you take no damage and land upright.

When attempting a High Jump or Long Jump during a Sudden Leap, determine the DC using the Long Jump DCs, and increase your maximum distance to double your Speed.

Special If you have Felling Strike, you can spend 3 actions to make a Sudden Leap and use Felling Strike instead of a normal Strike.

Certain Strike ♦ (Press) Make a melee Strike. It gains the following failure effect.

Failure Your attack deals any damage it would have dealt on a hit, excluding all damage dice. (This removes damage dice from weapon runes, spells, and special abilities, in addition to weapon damage dice.)

Spring Attack ♦ (Press); **Requirements** You are adjacent to an enemy.

Stride up to your Speed, but you must end that movement within melee reach of a different enemy. At the end of your movement, make a melee Strike against an enemy now within reach.

Whirlwind Strike ♦♦♦ (Flourish, Open) Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

Demoralize ♦ (Auditory, Concentrate, Emotion, Fear, Mental) Choose a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against that target's Will DC.

Regardless of your result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

Critical Success The target becomes frightened 2.

Success The target becomes frightened 1.

Fearsome Brute You gain a circumstance bonus to damage rolls for Strikes against frightened creatures. The bonus is equal to double the target's frightened value.

Shatter Defenses ♦ (Press); **Requirements** A frightened creature is in your melee reach.

Make a melee Strike against a frightened creature. If you hit and deal damage, the target becomes flat-footed until its frightened condition ends. If the target was already flat-footed to you when you damaged it with this Strike, it can't reduce its frightened value below 1 until the start of your next turn.