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**Perception** +11

**Languages** common

**Skills** Acrobatics +7, Athletics +12, Intimidation +6, Medicine +7, Warfare Lore +6

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

**Long Jump** ♦ Make a jump from a standing start (Quick Jump). You attempt an Athletics check to increase the length of your jump. The DC of the Athletics check is equal to the total distance in feet you're attempting to move during your Leap (so you'd need to succeed at a DC 20 check to Leap 20 feet). You can't Leap farther than your Speed .

**Success** Increase the maximum horizontal distance you Leap to the desired distance.

**Failure** You Leap normally (10 feet).

**Critical Failure** You Leap normally, but then fall and land prone.

**Incredible Initiative** +2 to initiative

**Cat Fall** Treat falls as 10 feet shorter.

**Items** Bastard Sword, Steel Shield , Splint Mail

**AC** 22 (+2 Shield); **Fort** +11, **Ref** +9, **Will** +9

**HP** 60

**Reactive Shield** 🌀 You can snap your shield into place just as you would take a blow, avoiding the hit at the last second. You immediately use the Raise a Shield action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

**Attack of opportunity** 🌀 **Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

**Shield Block** 🌀 **Trigger** While you have your shield raised, you would take damage from a physical attack. You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness (5). You and the shield each take any remaining damage, possibly breaking or destroying the shield.

**Raise a Shield** ♦

**Speed** 25 feet (-5 armor,+5 Fleet)

**Melee** ♦ bastard sword +12 (Two-Hand d12), **Damage** 1d8+4 slashing

**Ranged** ♦ composite longbow +9 (Deadly d10, Propulsive, Volley 30 ft.), **Damage** 1d8+2 piercing

**Intimidating Glare** ♦ (Visual,Concentrate,Emotion,Mental) With just a glance you can shake an enemy's resolve. Choose a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against that target's Will DC. The target must be able to clearly see you. 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.

**Power Attack** ♦♦ (Flourish) Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra die of weapon damage.

**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.

Fleet Incredible Initiative

Free, flexible initiative

Power Attack, Reactive Shield, Sudden Charge

Quick Jump, Cat Fall