

N	MEDIUM	HUMAN	VERSATILE HERITAGE	HUMANOID
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**Perception** +13;

**Languages** None selected

**Skills** Acrobatics +15, Athletics +12, Deception +16, Diplomacy +14, Intimidation +12, Lore: Games +10, Medicine +9, Nature +9, Performance +12, Religion +9, Society +10, Stealth +15, Survival +9, Thievery +15

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

**Items** +1 Leather, Adventurer's Pack

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**AC** 25, **Fort** +10, **Ref** +17, **Will** +11; Evasion

**HP** 80

**Nimble Dodge** ➤ **Requirements** You are not encumbered. **Trigger** A creature targets you with an attack and you can see the attacker. You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

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**Speed** 30 feet

**Melee** +1 Striking Rapier +16 (Deadly d8, Disarm, Finesse), **Damage** 2d6+5 (P)

**Melee** +1 Dagger +16 (Agile, Finesse, Thrown 10 ft., Versatile S), **Damage** 1d4+5 (P)

**Ranged** Composite Longbow +4 (Deadly d10, Propulsive, Volley 30 ft.), **Damage** 1d8+1 (P)

**Twin Feint** ➤➤ **Requirements** You are wielding two melee weapons, each in a different hand. You make a dazzling series of attacks with both weapons, using the first attack to throw your foe offguard against a second attack at a different angle. Make one Strike with each of your two melee weapons, both against the same target. The target is automatically flat-footed against the second attack. Apply your multiple attack penalty to the Strikes normally.

**Quick Draw** ➤ You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

**Hunt Prey** ➤ You designate a single creature as your prey and focus your attacks against that creature. You must be able to see or hear the prey, or you must be tracking the prey during exploration. You gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 circumstance bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against the prey you're hunting. You can have only one creature designated as your prey at a time. If you use Hunt Prey against a creature when you already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Your designation lasts until your next daily preparations.

**Sneak Attack** Deals 2d6 extra precision damage to flat-footed creatures.

**Additional Feats** Charlatan, Charming Liar, Confabulator, Fascinating Performance, Fleet, Haughty, Obstinacy, Lengthy Diversion, Lie to Me, Ranger Dedication, Ranger Resiliency, Slippery Secrets, Sow Rumor, Steady Balance, Subtle Theft

**Additional Specials** Deny Advantage, Rogue's Racket (Scoundrel Racket), Sneak Attack, Surprise Attack, Weapon Tricks