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N	MEDIUM	HUMAN	VERSATILE HERITAGE	HUMANOID
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**Perception** +18;

**Languages** None selected

**Skills** Acrobatics +14, Athletics +13, Crafting +11, Intimidation +11, Lore: Farming +11, Medicine +14, Nature +16, Society +11, Stealth +14, Survival +16, Thievery +14

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

**Items** Studded Leather, Backpack, Bedroll, Belt Pouch (2), Chalk (10), Flint and Steel, Rope, Rations (2), Torch (5), Waterskin, Spike Snare, Barkskin Potion, Healing Potion (Lesser)

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**AC** 25, **Fort** +13, **Ref** +18, **Will** +16; Evasion

**HP** 96

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**Speed** 30 feet

**Melee** +1 Longsword +14 (Versatile P), **Damage** 1d8+3 (S)

**Ranged** +1 Striking Shock Composite Longbow +17 (Deadly d10, Propulsive, Volley 30 ft.), **Damage** 2d8+2 (P)

**Hunted Shot** ♦ (Flourish) **Frequency** once per round **Requirements** You are wielding a ranged weapon with reload 0. You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

**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.

**Additional Feats** Animal Companion, Assurance, Cat Fall, Diehard, Experienced Tracker, Favored Enemy, Favored Terrain, Fleet, Hazard Finder, Mature Animal Companion, Natural Skill, Snare Crafting, Survey, Wildlife, Terrain Expertise

**Additional Specials** Hunter's Edge (Precision), Skilled (Intimidation), Skilled (Thievery), Trackless Step