

N	MEDIUM	HUMAN	VERSATILE HERITAGE	HUMANOID
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**Perception** +11;

**Languages** None selected

**Skills** Acrobatics +11, Athletics +14, Crafting +9, Intimidation +8, Lore: Architecture +11, Lore: Warfare +9, Nature +9, Stealth +13, Survival +11

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

**Items** Chain Mail, Adventurer's Pack, Basic Crafter's Book

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**AC** 23, **Fort** +13, **Ref** +13, **Will** +11; *Bravery*.

**HP** 86

**Relentless Stalker** ➔ **Trigger** An adjacent creature you are hunting attempts to move away from you using an action that has the move trait. Your hunted prey cannot escape your relentless pursuit. Stride up to your Speed in tandem with the triggering creature, remaining adjacent to the foe throughout its movement until it stops moving or you run out of movement. You can ignore difficult terrain during this movement unless the difficult terrain is caused by a magical effect.

**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. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

**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.

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**Speed** 25 feet

**Melee** +1 Striking Battle Axe +17 (Sweep), **Damage** 2d8+4 (S)

**Melee** +1 Striking Hatchet +17 (Agile, Sweep, Thrown 10 ft.), **Damage** 2d6+4 (S)

**Ranged** Composite Longbow +13 (Deadly d10, Propulsive, Volley 30 ft.), **Damage** 1d8+2 (P)

**Twin Takedown** ♦ (Flourish) **Frequency** once per round **Requirements** You are wielding two melee weapons, each in a different hand. You swiftly attack your hunted prey with both weapons. Make two Strikes against your hunted prey, one with each of the required weapons. If both hit the same hunted prey, combine their damage for the purpose of its resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

**Sudden Charge** ♦♦ (Flourish, Open) With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

**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** Additional Lore, Assurance, Combat Climber, Diehard, Intimidating Glare, Ranger Dedication, Specialty Crafting, Titan Wrestler, Wilderness Spotter

**Additional Specials** Assurance (Athletics), Fighter Weapon Mastery (Axe), Wilderness Spotter (Mountain).