

Einarr Rasmussen

Human Slayer 6

NG Medium Humanoid [Human]

Init +5; **Senses:** Perception +13

Defence

AC 19 (20), Touch 15, Flat-Footed 14 (15)
(+5 Dex, +4 Armour, [+1 Shield])

hp 43 (6d10+0)

Fort +7 **Ref** +2 **Will** +9

Offence

Speed 30 ft.

Melee mwk Battle Axe

Normal +9/+4 (1d8+2 / ×3)

Two-Handed +8/+3 (1d8+3 / ×3 [-1 AC])

Ranged +1 Composite [+2 Str] Shortbow (70 ft.)

Normal +12/+7 (1d6+3 / ×3)

Rapid Shot +10/+10/+5 (1d6+3 / ×3)

Deadly Aim +10/+5 (1d6+7 / ×3)

Rapid Shot Deadly Aim +8/+8/+3 (1d6+3 / ×3)

Special Attacks: Point Blank Shot, Sneak Attack (+2d6), Improved Precise Shot, Studied Target (2 targets; +2 attack/damage, +2 to Slayer DCs)

Statistics

Str 14, **Dex** 20, **Con** 10, **Int** 15, **Wis** 14, **Cha** 10

Base Attack +6; **CMB** +8; **CMD** 23

Feats: Deadly Aim, Alertness, Precise Shot, Point Blank Shot, Rapid Shot, Improved Precise Shot

Skills: Acrobatics +12, Bluff* +9, Climb +11, Craft [Fletching] +6, Heal +6, Know [Loc]* +9, Know [Geo]* +11, Know [Nob]* +7, Perception* +13, Ride +10, Sense Motive* +13, Stealth +19, Survival* +11 (+14 when tracking), Swim +7
(* +2 on studied targets.)

Languages: Rhaens, Dvargs, Aquintains

Class Abilities

Studied Target [Ex]: (2 targets / +2) Study opponent as a move action (or immediate action after sneak attack). Gain +2 [untyped] bonus on Bluff, Knowledge, Perception, Sense Motive, Survival, Weapon Attack and Damage rolls against it. Lasts until target is dead or a new target is selected. Max 2 targets.

Fast Stealth [Ex]: Move at full speed when using stealth.

Possessions

Mithril Shirt, Mwk Buckler, Cloak of Elvenkind, Efficient Quiver, Boots of the Cat, Quick Runner's Shirt.