

INITIATIVE +12

Begin the Hunt (Daily): +2 to initiative after roll, and target one enemy. It becomes your quarry. Gain +2 to attack that foe until it is no longer your quarry.

SPEED: 6

HIT POINTS: 49

Healing Surge Value: 12

Healing Surges: 7

DEFENSES

Armour Class 23
Fort 17
Ref 21
Will 17

ATTACKS	Attack	Damage	Crit	Other
Longsword	+9 vs AC	1d8+3	2d6+11	-
Longbow	+13 vs AC	1d10+8	2d12+18	-
Careful Attack	+15 vs AC	1d10+8	2d12+18	-
Twin Strike	+13 vs AC	1d10+3	2d12+13	Attack twice
Nimble Strike	+13 vs AC	1d10+8	2d12+18	Shift 1 before or after attack

ENCOUNTER

Singular Shot	+13 vs AC	2d10+8	2d12+28	+2 damage if target alone
Shadow Wasp Strike	+13 vs Reflex	2d10+8	2d12+28	Must be quarry

DAILY

Sure Shot	+13 vs AC	3d10+8	2d12+38	Can reroll attack Can reroll damage
Excruciating Shot	+13 vs AC	3d10+8	2d12+38	Target weakened (save end) Miss: half damage.

HUNTER'S QUARRY:

(Minor) Target nearest foe. Get +2d8 damage vs that foe on one attack each round. Ignore its cover or concealment

SECOND WIND

(Encounter) (Standard): Heal 12 hp and gain +2 to all Defenses until your next turn.

HEALING HERBS

(Daily) (Minor): Make a Heal check; ally regains HP equal to half your check, rounded up, and can Save vs Poison.

SKILLS

+7 Acrobatics
+3 Arcana
+8 Athletics
+2 Bluff
+2 Diplomacy
+10 Dungeoneering
+8 Endurance
+10 Heal
+3 History
+5 Insight
+2 Intimidate
+5 Nature
+10 Perception
+3 Religion
+12 Stealth
+2 Streetwise
+7 Thievery