

## Valryn Flukefield / Scout

## Rogue 13

N Small Gnome Sylph Humanoid

**Perception** +22; **Low-Light Vision** **Darkvision**

**Languages** Auran, Common, Elven, Gnomish, Sylvan

**Skills** Acrobatics +22, Arcana +22, Athletics +15, Crafting +18, Deception +23, Intimidation +23, Lore: Prisons +22, Lore: Underworld +18, Medicine +20, Nature +16, Occultism +18, Performance +19, Religion +16, Society +18, Stealth +24, Survival +16, Thievery +24

**Str** +0, **Dex** +5, **Con** +3, **Int** +3, **Wis** +1, **Cha** +4

**Items** Leather

**AC** 32; **Fort** +20, **Ref** +26, **Will** +18; *Improved Evasion*

**HP** 151

**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.

**Speed** 45 feet

**Melee** Shortsword +24 (Agile, Finesse, Versatile S), **Damage** 1d6+8 P +3d6<sup>Precision</sup>

**Melee** +2 Striking Shortsword +26 (Agile, Finesse, Versatile S, Magical), **Damage** 2d6+8 P +3d6<sup>Precision</sup>

**Melee** Rapier +24 (Deadly d8, Disarm, Finesse), **Damage** 1d6+8 P

**Melee** Dagger +24 (Agile, Finesse, Thrown 10 ft., Versatile S), **Damage** 1d4+8 P +3d6<sup>Precision</sup>

**Ranged** Crossbow +24 (Crossbow), **Damage** 1d8+3 P +3d6<sup>Precision</sup>

**Skirmish Strike**  **(Flourish)** Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

**Project Persona**  **(Concentrate, Gnome, Illusion, Primal, Visual)** Where others etch their armor to serve as a conduit for their imaginations, your vivid mind and bold personality allow you to project a more fitting persona over your lackluster armor. You change the shape and appearance of your armor to appear as ordinary or fine clothes of your imagining. The armor's statistics don't change. This effect lasts as long as you remain conscious and are wearing the armor. A creature can disbelieve the illusion by Seeking or touching your armor. The DC equals your Will DC.

**Treat Condition**  **(Healing, Manipulate, Skill)** **Prerequisites** Medic Dedication **Requirements** You are holding healer's tools, or you are wearing them and have a hand free. You treat an adjacent creature in an attempt to reduce the clumsy, enfeebled, or sickened condition. If a creature has multiple conditions from this list, choose one. Attempt a counteract check against the condition, using your Medicine modifier as your counteract modifier and the condition's source to determine the DC. You can't treat a condition that came from an artifact or effect above 20th level unless you have Legendary Medic; even if you do, the counteract DC increases by 10. Treating a Condition that is continually applied under certain circumstances (for instance, the enfeebled condition a good character gains from carrying an *unholy* weapon) has no effect as long as the circumstances continue. **Critical Success** Reduce the condition value by 2. **Success** Reduce the condition value by 1. **Critical Failure** Increase the condition value by 1.

**Battle Medicine**  **(General, Healing, Manipulate, Skill)** **Prerequisites** trained in Medicine **Requirements**

You are holding or wearing healer's tools. You can patch up yourself or an adjacent ally, even in combat.

Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against

higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

**Wings of Air**  (Morph, Primal, Sylph, Transmutation) **Frequency** once per day You can strain to call forth feathered or cloudy wings from your back. Once manifested, these wings remain for 10 minutes. You gain a fly Speed equal to your land Speed while you've manifested your wings.

**Doctor's Visitation**  **Prerequisites** Medic Dedication You move to provide immediate care to those who need it. Stride, then use one of the following: Battle Medicine or Treat Poison. You can spend a second action to instead Stride and then Administer First Aid or Treat a Condition (if you have it).

**Scout's Charge**  **Prerequisites** Scout Dedication You meander around unpredictably, and then ambush your opponents without warning. Choose one enemy. Stride, Feint against that opponent, and then make a Strike against that foe. For your Feint, you can attempt a Stealth check instead of the Deception check that's usually required, because you use the terrain around you to catch your foe off-guard.

**Scout's Pounce**  **Prerequisites** Scout Dedication **Requirements** You are hidden from or undetected by all of your opponents, and you aren't within 10 feet of any enemy. You leap from the shadows to strike your foes. Stride up to your Speed, then Strike twice. If you were hidden or unnoticed by the target of these Strikes, your foe is flat-footed against both attacks. Your multiple attack penalty applies normally for both attacks.

**Scout's Warning**  (Ranger, Rogue) **Trigger** You are about to roll a Perception or Survival check for initiative. You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or auditory trait, respectively.

**Debilitating Strike**  **Trigger** Your Strike hits a flat-footed creature and deals damage. You apply one of the following debilitations, which lasts until the end of your next turn. **Debilitation** The target takes a -10-foot status penalty to its Speeds. **Debilitation** The target becomes enfeebled 1.

**Precision Damage** Sneak Attack 3d6

**Arcane Known Spells** DC 29, attack +19; 3rd Haste (1 slots); 2nd Blur (1 slots); 1st Shattering Gem (1 slots); **Cantrips** Shield, Prestidigitation

**Primal Innate Spells** DC 29, attack +19; 2nd Invisibility, Faerie Fire; 1st ; **Cantrips**

**Primal Innate Spells** DC 29, attack +19; **Cantrips** Guidance

**Additional Feats** Additional Lore, Assurance, Basic Sorcerer Spellcasting, Battle Cry, Critical Debilitations, Dread Striker, First World Adept, First World Magic, Fleet, Foil Senses, Medic Dedication, Pickpocket, Prescient Planner, Quick Unlock, Scout Dedication, Scout's Speed, Shadow Mark, Slippery Secrets, Sneak Savant, Sorcerer Dedication, Swift, Swift Sneak, Sylph, Terrain Stalker, Terrified Retreat

**Additional Specials** Assurance (Medicine), Assurance (Stealth), Bloodline (Genie (Djinni)), Deny Advantage, Great Fortitude, Master Tricks, Rogue's Racket (Thief Racket), Sneak Attack, Surprise Attack, Terrain Stalker (Rubble), Weapon Tricks