

HUMAN FIGHTER

N Versatile Human. Background: Guard

Perception +6 (+2 initiative);

Languages English

Skills Acrobatics +6, Athletics +6, Diplomacy +3, Intimidation +3, Pilot +6, Lore: Warfare +3

Str +3, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Items Kevlar vest

AC 19, **Fort** +7, **Ref** +8, **Will** +4

HP 20

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.

Speed 25 feet

Melee Telescoping baton +8 (Agile), **Damage** 1d6+3 (B)

Ranged Medium pistol +8 (Deadly d8), **Damage** 1d8 (P)

Ranged Medium rifle +8 (Fatal d12), **Damage** 1d10 (P)

Point-Blank Shot (Open, Stance) **Requirements** You are wielding a ranged weapon. You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

Feats

[*Cooperative Nature*](#), [*Incredible Initiative*](#), [*Quick Coercion*](#)