N Medium Human Ifrit Humanoid
Perception +31; Low-Light Vision
Languages None selected
Skills Acrobatics +29 , Athletics +23 , Crafting +22 , Lore: Forest +22 , Lore: Hell Lore +22, Nature +29 ,
Occultism +24 , Stealth +33 , Survival +25 , Thievery +25
Sttr +3 , $\mathbf{D e x}+5$, Con +4 , Int +2 , Wis +5 , Cha +0
llems +2 Greater Resilient Shadow (Greater) Winged Explorer's Clothing
AC 39; Fort +30, Ref +33 , Willl +29; Juggernaut, Improved Evasion
HP 260; Resistances fire 9
Blazing Aura \&requency once per day Trigger Your turn begins. You explode in flame. Enemies in a 20foot emanation take 7d6 fire damage (basic Reflex save using your class DC or spell DC, whichever is higher). Allies in the area are quickened for 1 round and can use the additional action to Strike or Stride.
Holy Rune \& Activate command; Frequency once per day; Trigger You critically succeed at an attack roll against an evil creature with the weapon; Effect You regain HP equal to double the evil creature's level. This is a good, positive, healing effect.

## Speed 30 feet

Mellee +3 Greater Striking Returning Holy Speed Spear +30 (Thrown 20 ft ., Evocation, Magical, Evocation, Good, Magical, Rare, Magical, Transmutation), Damnage 3d6+9 P
Kip Up $\triangleq$ (General, Skill) Prerequisites master in Acrobatics You stand up. This movement doesn't trigger reactions.
Hunted Shot $>$ (Flourish) Frequency once per round Requirements You are wielding a ranged weapon with reload 0 . You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.
Hunter"s Airm $\gg$ (Concentrate) When you focus on aiming, your attack becomes particularly accurate. Make a ranged weapon Strike against your hunted prey. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore your prey's concealed condition.
Skirmish Strilke $\gg$ (Flourish) Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.
Penetrating Shot $\gg$ (Open) Requirements You are wielding a ranged weapon. You shoot clear through an intervening creature to hit your prey. Choose a target that is giving lesser cover to your hunted prey. Make a single ranged Strike with the required weapon against the chosen target and your hunted prey. This attack ignores any lesser cover the chosen target provides your hunted prey. Roll damage only once, and apply it to each creature you hit. A Penetrating Shot counts as two attacks for your multiple attack penalty.
Familliar Conduit $\geqslant$ (Conjuration, Metamagic) Prerequisites Familiar Master Dedication, able to cast spells Requirements You have line of effect to your familiar. Under your tutelage, your familiar has grown attuned to the hidden currents of the world and can serve as a conduit for your magic. If the next action you use is to Cast a Spell that has a range, the spell uses the familiar as its origin point.
Deadlly Aim $\geqslant$ (Open) Prerequisites weapon specialization You aim for your prey’s weak spots, making your shot more challenging but dealing more damage if you hit. Make a ranged Strike against your hunted prey at a -2 penalty. You gain $a+4$ circumstance bonus to damage on that Strike. This bonus increases to +6
at 11th level and +8 at 15th level.
Hunt Prey $\gg$ 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.
Arcane Innnate Spells DC 30, attack +20; Cantrips Produce Flame
Focus Spells (1 points) Gravity Weapon $\boldsymbol{\geqslant}$ Duration 1 minute You build up gravitational force and funnel it into your blows, leading to more powerful attacks with blade and bow alike. On your first weapon Strike each round, you gain a status bonus to damage equal to twice the number of weapon damage dice.
Additionall Feats Aerialist, Assurance, Cat Fall, Consult the Spirits, Diehard, Ember's Eyes (Low-Light Vision), Enhanced Familiar, Familiar Master Dedication, Far Shot, Firesight, Fleet, Foil Senses, Gravity Weapon, Ifrit, Incredible Scout, Inner Fire, Natural Medicine, Nimble Crawl, Prescient Planner Rolling_Landing, Root Magic, Terrain Stalker
Additional Specials Assurance (Nature), Consult the Spirits (Nature), Familiar Master Selection (Familiar), Hunter's Edge (Flurry), Masterful Hunter Nature's Edge, Terrain Stalker (Rubble), Trackless Step, Weapon Mastery, Wild Stride

