

Quiver Fatespinner

Level 12 Striker

Small natural humanoid (halfling)

XP

HP 56; Bloodied 28

Initiative +10

AC 25; Fortitude 23, Reflex 25, Will 23

Perception +16

Speed 6

Standard Actions

Persistent Attack • At-Will

Attack: Ranged 20 (one creature); +18 vs. AC

Hit: 2d8+10 damage.

Miss: Ranged 10 (must be a different creature); +18 vs. AC

Hit: 1d8+10 damage.

Minor Actions

Shifty

You can either stand up from prone or shift 1 square.

Free Actions

Command the Arrow • Recharge 5, 6

Trigger: You miss both targets with Persistent Attack

Target: One enemy you missed

Attack: Ranged 40; +23 vs AC

Hit: 3d8+10 damage.

Special

Quiver deals an extra 5 damage to an enemy adjacent to no creature.

Skills Nature +16

Str 11 (+0)

Dex 20 (+5)

Wis 20 (+5)

Con 16 (+3)

Int 11 (+0)

Cha 8 (-1)

Alignment Chaotic Good **Languages** Common, Dwarven

Equipment : Moonbow (Ranged 20/40 shortbow)

Quiver is an extremely hairy halfling. His arms and legs are barely visible, his feet appear near bestial. His beard rivals most dwarves and for that he has found good trade among their kind.

He is very self conscious about his condition however. He left his wandering tribe and became a hermit within a verdant forest to escape the stares of his comrades.

Hard to find, but well worth the effort, Quiver is an expert tracker and about the best guide a party could hope for when journeying through a forest.