



Fran is a viera and thus has their dark skin complexion, thick, white hair and long claw-like fingernails. Fran's eyelashes are black despite her white hair, ears and eyebrows. Her long ears are covered in white fur with speckles of brown fur at the tips. She has red eyes, a trait not uncommon to her race. She keeps her waist-long hair in a ponytail and leave the shorter pieces to frame her face. Because of the way viera's feet are structured, Fran must walk wearing stilettos.

She is reserved more among people of other races and as Fran rarely displays emotion, surprising her comrades when she loses her temper. Fran speaks in a calm tone with a distinct accent, but rarely speaks to people she doesn't know.

Fran's goals and dreams in life are largely shrouded in mystery, but it is known she left her homeland to live a life of freedom. Although Fran likes to keep her distance, she is loyal to her friends and family. She cares deeply for her sisters in her homeland despite claiming to be their sister no longer, having abandoned the viera way of life.

Fran is quite agile, and has very keen senses. In combat, she excels at using a bow, destroying foes from afar with incredible accuracy.

Fran

CR 1

XP 400

Female Viera Archer 1

Neutral Medium Humanoid (Viera)

Init +4; **Senses** Low-Light Vision, Perception +8

Defense

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

HP 10 (1d8+2)

Fort +2, **Reflex** +6, **Will** +2; +2 vs enfeebling spells and effects

Immune Magic sleep effects

Offense

Speed 30 ft.

Melee Dagger +0 (1d4/19-20 x2)

Ranged Longbow +5 (1d8/x3)

Special Attacks [Aim](#) (full-round, +1 Attack and Damage)

Limit Breaks [Trueshot Arrow](#), [Hail of Arrows](#) (20-ft.-radius within 60 ft., 1d6 damage, **Ref** DC 15 half)

Tactics

During Combat Fran prefers to stay at a distance, dealing damage from afar. If enemies get within melee range, she prefers to use her Acrobatics to reposition herself safely before continuing her assault. Fran is willing to use her dagger if she can't safely attack with her bow.

Statistics

Str 11, **Dex** 18, **Con** 14, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 14

Feats Precise Shot , Weapon Focus (Longbow)

Skills Acrobatics +8, Heal +6, Knowledge (nature) +7 [+5 when not in a Forest], Perception +8, Sense Motive +3, Survival +8 [+6 when not in a Forest]

Languages Common, Vieran

SQ Weapon Familiarity, Low-light Vision, Archer Training, Archery Style (Precise Shot)

Combat Gear Longbow, Leather Armor, Arrows x40, Healing Spring x1; **Other Gear** Backpack, Bedroll, 1-pint Flask, Hemp Rope (50 ft.), Trail Rations x3.

*Fran puts her favored class bonus into skill ranks.

**If playing in a game where traits are allowed, Fran gains the "Reactionary", and "Hardly a Fool" traits.

Fran

CR 5

XP 1,600

Female Viera Archer 5

Neutral Medium Humanoid (Viera)

Init +5; **Senses** Low-Light Vision, Perception +14

Defense

AC 19, touch 16, flat-footed 14 (+3 armor, +5 Dex, +1 deflect)

HP 38 (5d8+10)

Fort +3, **Reflex** +9, **Will** +3; +2 vs enfeebling spells and effects

Defensive Abilities [Evasion](#); **Immune** Magic sleep effects

Offense

Speed 30 ft.

Melee Dagger +4 (1d4/19-20 x2)

Ranged +1 Longbow +11 (1d8+7/x3)

Special Attacks [Aim](#) (full-round, +3 Attack and Damage)

Special Abilities [Archery Talents](#) [Defensive Grace, Weak Spot], [Called Shot](#)

Limit Breaks [Trueshot Arrow](#), [Hail of Arrows](#) (20-ft.-radius within 60 ft., 5d6 damage, **Ref** DC 17 half)

Tactics

During Combat Fran prefers to stay at a distance, dealing damage from afar. If enemies get within melee range, she prefers to use her Acrobatics to reposition herself safely before continuing her assault. Fran is willing to use her dagger if she can't safely attack with her bow.

Statistics

Str 12, **Dex** 20, **Con** 14, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 20

Feats Improved Precise Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow)

Skills Acrobatics +13, Heal +10, Knowledge (nature) +11 [+9 when not in a Forest], Perception +14, Sense Motive +5, Stealth +10, Survival +12 [+10 when not in a Forest]

Languages Common, Vieran

SQ Weapon Familiarity, Low-light Vision, [Archer Training](#), [Archery Style](#) (Precise Shot, Improved Precise Shot), [Hawkeye](#), [Evasion](#), [Agile Archer](#), [Expert Archer](#) +1

Combat Gear +1 Longbow, +1 Leather Armor, Belt of Incredible Dexterity +2, Ring of Protection +1, Arrows x40, Cure Potion x4; **Other Gear** Backpack, Bedroll, 1-pint Flask, Hemp Rope (50 ft.), Trail Rations x3, 50 gil.

Fran

CR 10

XP 9,600

Female Viera Archer 10

Neutral Medium Humanoid (Viera)

Init +6; **Senses** Low-Light Vision, Perception +26

Defense

AC 23, touch 18, flat-footed 17 (+5 armor, +6 Dex, +2 deflect)

HP 80 (10d8+30)

Fort +6, **Reflex** +13, **Will** +5; +2 vs enfeebling spells and effects

Defensive Abilities [Evasion](#), [Uncanny Dodge](#); **Immune** Magic sleep effects

Offense

Speed 40 ft.

Melee Dagger +8/+3 (1d4+1/19-20 x2)

Ranged +3 Longbow +19/+14 (1d10+11/x3)

Special Attacks [Aim](#) (full-round, +5 Attack and Damage)

Special Abilities [Archery Talents](#) [Defensive Grace, Weak Spot, Improved Called Shot, Saving Grace, Greater Called Shot], [Called Shot](#), [Quick Shot](#), [Safe Shot](#)

Limit Breaks [Trueshot Arrow](#), [Hail of Arrows](#) (20-ft.-radius within 60 ft., 10d6 damage, **Ref** DC 21 half)

Tactics

During Combat Fran prefers to stay at a distance, dealing damage from afar. If enemies get within melee range, she prefers to use her Acrobatics, or her surprise shift hunter trick to reposition herself safely before continuing her assault. Fran will use her Prism powder to attempt to escape if engaged in melee.

Statistics

Str 12, **Dex** 23, **Con** 16, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +7/+2; **CMB** +8; **CMD** 26

Feats Deadly Aim, Improved Precise Shot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Weapon Focus (Longbow)

Skills Acrobatics +19, Heal +15, Knowledge (nature) +16 [+14 when not in a Forest], Perception +26, Sense Motive +7, Stealth +14, Survival +17 [+15 when not in a Forest]

Languages Common, Vieran

SQ Weapon Familiarity, Low-light Vision, [Archer Training](#), [Archery Style](#) (Precise Shot, Improved Precise Shot, Pinpoint Targeting) [Hawkeye](#), [Agile Archer](#) [Expert Archer](#) +2, [Fast Movement](#), [Heavy Pull](#), [Safe Shot](#)

Combat Gear +3 Longbow, +3 Leather Armor, Belt of Incredible Dexterity +4, Ring of Protection +2, Tough Ring, +1 Arrows x20, Arrows x40, X-Potion, Hi-Potion x2, Prism Powder; **Other Gear** Backpack, Bedroll, 1-pint Flask, Hemp Rope (50 ft.), Trail Rations x3, 350 gil.

Fran

CR 15

XP 51,200

Female Viera Archer 15

Neutral Medium Humanoid (Viera)

Init +8; **Senses** Low-Light Vision, Perception +36

Defense

AC 25, touch 21, flat-footed 17 (+4 armor, +8 Dex, +3 deflect); +2 dodge AC against ranged attacks

HP 120 (15d8+45)

Fort +8, **Reflex** +18, **Will** +10; +2 vs enfeebling spells and effects

Defensive Abilities [Improved Evasion](#), [Uncanny Dodge](#), [Evasive Archer](#); **Immune** Magic sleep effects; **SR** 13

Offense

Speed 50 ft.

Melee Dagger +12/+7/+2 (1d4+1/19-20 x2)

Ranged +5 Longbow +25/+20/+15 (1d10+16/17-20 x3)

Special Attacks [Aim](#) (full-round, +8 Attack and Damage)

Special Abilities [Archery Talents](#) [Defensive Grace, Weak Spot, Improved Called Shot, Saving Grace, Greater Called Shot, Two With One Blow, Without a Trace], [Called Shot](#), [Quick Shot](#), [Safe Shot](#), [Take Aim](#)

Limit Breaks [Trueshot Arrow](#), [Hail of Arrows](#) (20-ft.-radius within 60 feet, 15d6 damage, **Ref** DC 25 half)

Tactics

During Combat Fran prefers to stay at a distance, dealing damage from afar. If enemies get within melee range, she prefers to use her Acrobatics, or her surprise shift hunter trick to reposition herself safely before continuing her assault. Fran will use her Prism powder to attempt to escape if engaged in melee.

Statistics

Str 12, **Dex** 26, **Con** 16, **Int** 12, **Wis** 20, **Cha** 10

Base Atk +11/+6/+1; **CMB** +12; **CMD** 33

Feats Deadly Aim, Far Shot, Improved Critical, Improved Precise Shot, Manyshot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Weapon Focus (Longbow)

Skills Acrobatics +26, Heal +23, Knowledge (nature) +21 [+19 when not in a Forest], Perception +36, Sense Motive +13, Stealth +18, Survival +25 [+23 when not in a Forest]

Languages Common, Vieran

SQ Weapon Familiarity, Low-light Vision, [Archer Training](#), [Archery Style](#) (Precise Shot, Improved Precise Shot, Pinpoint Targeting), [Hawkeye](#), [Expert Archer](#) +3, Fast Movement, [Safe Shot](#), [Ranged Cleave](#), [Critical Aim](#), [Penetrating Shot](#)

Combat Gear +5 Longbow, +3 Spell Resistant (SR 13) Padded Armor, Quick Bracer, Ring of Protection +3, Tough Ring, +1 Icy Burst Arrows x50, +1 Arrows x25, Arrows x20, X-Potion x4, Prism Powder, Phoenix Down; **Other Gear** Backpack, Bedroll, 1-pint Flask, Hemp Rope (50 ft.), Trail Rations x3, 200 gil.