Creature that calls itself Sentinel. A cat and your very best contact, even if slightly out of touch with reality. Whatever you need he might heard of it, and even when he didn't he can get some clues. Just keep in mind that he don't usually accept money as payment.

Sentinel does not seem to be that different from a housecat, aside from being intelligent. Why is he doing whatever he is doing? Nobody knows, maybe he is just crazy.

[Small] [Magical beast].

**KOM**: Dex (+6), **KDM**: Wis (+3), **BAB**: +6.

+8 initiative, 40 ft speed, [Darkvision].

99 HP, AC 21, Fort +7, Ref +13, Will +7, Awareness 21.

[Melee] 10 ft, [Close] 45 ft, [Medium] 180 ft, [Long] 720 ft, [Extreme] 1800 ft.

**Traits**: [Immunity] to [Mind-affecting].

**Abilities**: Str 8, Dex 22, Con 10, Int 14, Wis 16, Cha 16.

**Skills**: Arcana +12, Bluff +11, Diplomacy +11, Geography +12, History +12, Larceny +14, Nature +12, Perception +11, Stealth +16.

**Social defences**: Bluff 21, Diplomacy 20, Intimidate 21, Perception 21.

**Combat maneuver DC**: 18.

**Feats**: Deft Strike, To Iron Married, Safekeeper Adept, Charm.

**Activated abilities**

**Attack action**:

* Claws (natural weapon): +13/+8 attack 1d6+8 damage – Melee, range [Melee]; Deft, Brutal, Traumatizing
* Spit fire (natural weapon): +13/+8 attack 1d6+6 [Fire] damage – Ranged, range [Close]; Unbalancing, Magnum, Elemental [Fire]

Immediate action

**Cloudcuckoolander**EX, C2: Once per [Encounter] when Sentinel is subject to [Mind-affecting] effect he may, as an immedate action, make attacker [Fatigued].

**When to Hold**EX, C2: 3 times per [Encounter] per circle, as an immediate action, Sentinel may gain a +2 bonus to his Armor Class, Fortitude, Reflex, and Will saves until the beginning of his next turn.

Swift action

**Deft Strike**EX: As a swift action, you may attempt a Larceny check (DC 10 + 1⁄2 opponent’s level + opponent’s Wisdom modifier) to distract your opponent and strike at a gap in your opponent’s armor. A successful check allows you to ignore an amount of [Damage reduction] or [Resistance] equal to your level for any offensive actions you take against that opponent for 1 [Round].

**Shadow Step**EX, C3: As a swift action, Sentinel gains [Blindsight] out to [Melee] range and may add the [Teleport] descriptor to any of his movements for one [Round]. Whenever he activates the Smoke Bomb! ability, he may activate Shadow Step without taking another action.

**Smoke Bomb!**EX, C1: As a swift action, Sentinel can create an obscuring mist, as the spell. Creating a fourth obscuring mist causes the oldest of his obscuring mists to disperse immediately.

**When to Fold**EX, C3: 3 times per [Encounter], as a swift action, Sentinel can gain an extra move action on his current turn. If he uses this move action to move, the movement provokes attacks of opportunity as normal.

Move action

**Safekeeper Adept**EX: Sentinel has the capacity to open and maintain a small dimensional pocket, which he can open or close as a move action. This opening appears perpendicular to the ground in a square in your space. Creatures leaving the square may choose to enter the pocket or ignore it. The opening does not block line of sight or effect. At only 125 cubic ft, storage is modest but secure, as no one else can access this dimensional pocket while Sentinel is alive. The pocket is incapable of sustaining life, and will not close with a creature inside of it.

If Sentinel is [Dead] at the end of the [Scene], the pocket opens and dumps its contents essentially at random within [Melee] range of his corpse (or the spot where he died, if he has no corpse).

Standard action

**Charm**EX: Once per [Encounter], as a standard action, Sentinel can influence target creature within [Close] range to view him in as favorable a light as possible until the end of the [Scene]. That creature immediately ceases hostilities with Sentinel and his allies unless threatened. It cannot use offensive actions against Sentinel or his allies until the end of the [Encounter] or until Sentinel or his allies uses an offensive action against it. A successful Will save (DC 17) negates this effect.

Once per social encounter, instead of making a social skill check, Sentinel may Charm a member of an opposing party. That creature cannot use the Intimidate skill until the end of the social encounter. Additionally, until the end of social encounter, whenever that creature attempts to leave the social encounter, it must make a Will save (DC 17). A successful Will save allows the creature to leave the social encounter. A failed Will save prevents the creature from attempting to leave the social encounter until Sentinel makes a skill check or a demand against it. A successful Will save (DC 17) negates this effect.

All effects of this feat are [Mind-affecting].

**Cloudcuckooland**SU, C3: Once per [Encounter] as a standard action Sentinel can force all creatures other than himself within [Close] range to become [Confused] for 1 [Round]. During this time all affected creates have [Immunity] to [Mind-affecting] effects.

None

**Blood Calls to Blade**EX, C3: Any time Sentinel makes an attack against an opponent subject to his Sneak Attack ability, he gain a +4 bonus on his attack roll.

**I have information you require**EX, C1: Sentinel has History trained in addition to other skills he might have and gain +2 bonus to all trained Knowledge skills.

**Ninja Reflexes**EX, C2: Once per [Encounter], when Sentinel makes successful Reflex saving throw against an offensive action that would normally have a lesser effect on a successful save (such as a spell with a save of “Reflex half ”), he may choose to instead ignore the effect entirely.

**Playing it Right**EX, C1: Sentinel can take 10 on Bluff and Stealth skills regardless of circumstances.

**Slayer’s Sense**EX, C2: Sentinel can ignore [Concealed] and [Fully concealed] when attacking an opponent he has previously damaged with Sneak Attack during the [Encounter].

**Sneak Attack**EX, C1: Any time Sentinel makes an attack that hits a [Flat-footed], [Helpless], [Confused], [Dazed], [Entangled], [Exhausted], [Stunned], [Shaken], [Frightened], [Cowering] or [Panicked] target, he deals 3d6 additional damage with the [Precision] descriptor.

**Telepathic Network**SU, C3: Sentinel can communicate telepathically with any creature within [Medium] range and may allow allies to speak to each other telepathically as long as they are within his [Medium] range.

**To Iron Married**EX: Sentinel's critical threat range expands to 18-20.

Items

**Endless Pit**place of power: Sentinel never takes falling damage.

**Kitten's headscarf**: gives +1 item bonus to Sentinel's AC.