

# SMILER

## CREATURE 2

CE

MEDIUM

HUMANOID

HUMAN

**Perception** +11

**Languages** Common, Hallit, Orcish

**Skills** Acrobatics +8, Athletics +6, Deception +4, Intimidation +4, Stealth +8, Survival +6

**Str** +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0

**Items** soothe^, leather armor, buckler, +1 dagger, dueling pistol with 10 rounds

**AC** 19; **Fort** +7, **Ref** +10, **Will** +7

**HP** 30

**Speed** 25 feet

**Melee** ♦ +1 dagger +11 (agile, finesse, thrown 10ft, versatile S), **Damage** 1d4+2 piercing

**Ranged** ♦ dueling pistol +10 (concussive, fatal d10, reload 1), **Damage** 1d6 piercing

**Raconteur's Reload** ♦ as the pistolero gunslinger feat

**Sentry's Aim** ♦♦ (concentrate) The Smiler aims carefully and fires. They make a ranged weapon Strike with a +1 circumstance bonus. The Strike ignores the concealed condition, lesser cover, and standard cover, and reduces greater cover to standard cover.

**Sneak Attack** 1d6