

GUNSHY

CREATURE 7

CE

MEDIUM

HUMANOID

HUMAN

GIANT

Perception +12; low-light vision

Languages Common

Skills Athletics +17, Intimidation +15, Survival +11

Str +7, **Dex** +1, **Con** +4, **Int** +0, **Wis** +1, **Cha** +0

Hoplophobia When targeted by a firearm Gunshy must make a DC 25 Will save or become frightened 1 (frightened 2 on a critical failure). Once Gunshy succeeds his save he is temporarily immune until the start of his turn.

Items +1 striking greatclub, +1 hide armor

AC 25; **Fort** +17, **Ref** +13, **Will** +15

HP 119

Speed 25 feet

Melee ♦ +1 striking greatclub +19 (backswing, shove), **Damage** 2d10+7 bludgeoning

Power Attack ♦♦ (flourish) as the fighter feat

Sudden Charge ♦♦ as the fighter feat

Rage ♦ (concentrate, emotion, mental) as the barbarian class feature. Gunshy's rage grants 11 temporary Hit Points, a +2 status bonus on all saves against magic, 4 additional damage with melee weapons (8 against creatures that can cast magic) and a -1 penalty to AC