

BOARDING PARTY

CREATURE 6

NE

GARGANTUAN

HUMANOID

HUMAN

TROOP

created by Josh#6726

Perception +14

Languages Common, Mwangi

Skills Acrobatics +14, Athletics +15, Intimidation +15, Nature +12, Society +12, Sailing Lore +14

Str +6, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +3

AC 25; **Fort** +15, **Ref** +17, **Will** +11; (+2 vs fear)

HP 95 (Thresholds 63 (12 squares), 31 (8 squares)); **Immunities** Troop Defenses; **Resistances** fire 5, piercing 5; **Weaknesses** area damage 10, splash damage 5

Speed 25 feet; troop movement

Pepper 'Em! ♦♦ (attack) The pirates fire a volley of arrows. The volley is a 10 foot burst within 100' that deals 3d8 piercing damage (DC 23 basic Reflex save). When the pirates are reduced to 8 or fewer squares, the area decreases to a 5 foot burst.

At Them! ♦ (attack); **Frequency** Once per round **Effect** The pirates make a melee attack against every enemy within 10 foot with a DC 23 basic Reflex save. Damage depends on the number of actions

1 Action 2d6 piercing or slashing damage

2 Actions 2d6+8 piercing or slashing damage

3 Actions 3d6 +11 piercing or slashing damage

Boarding Action ♦♦ (move, attack) The pirates swing on a rope or Stride, moving up to double their Speed. If the pirates boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals 2d6 damage (DC 23 Reflex save).

This rabble of cutthroats leap from a pirate vessel to cut down opposition and capture prize ships and cargo.