

NE MEDIUM HUMANOID HUMAN

Converted by VaranSL

Perception +17

Languages Common, Polyglot

Skills Acrobatics +19 , Athletics +17 (+19 to Climb or Swim) , Deception +17 , Intimidation +19 , Stealth +21 , Thievery +19 , Sailing Lore +16

Str +2, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +3

Items +1 *striking shortsword*, dagger, padded armor

AC 29; **Fort** +16, **Ref** +23, **Will** +19

HP 168

Attack of Opportunity ➡

Bravery When the pirate guard rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

Speed 25 feet

Melee ♦ cutlass +22 [+18/+14] (agile, finesse, versatile S), **Damage** 2d6+8 piercing

Melee ♦ dagger +21 [+17/+13] (agile, versatile S), **Damage** 1d4+8 piercing

Ranged ♦ dagger +21 [+17/+13] (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Sneak Attack The pirate guard's Strikes deal 2d6 extra precision damage to flat-footed creatures.

Boarding Action ♦♦ The pirate guard swings on a rope or Strides, moving up to double their Speed. If the pirate guard boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.