

PIRATE SNIPER

CREATURE 10

NE

MEDIUM

HUMANOID

ELF

Converted by VaranSL

Perception +21; low-light vision

Languages Common, Elven, Polyglot


Skills Acrobatics +21, Athletics +20 (+22 to Climb or Swim), Deception +17, Stealth +23, Sailing Lore +16

Str +4, **Dex** +7, **Con** +3, **Int** +0, **Wis** +5, **Cha** +3

Items +1 striking crossbow, battleaxe, padded armor


AC 29; **Fort** +16, **Ref** +23, **Will** +21


HP 156

Withdraw  **Trigger** An enemy ends a move action adjacent to the pirate sniper. **Effect** The pirate sniper Steps.

Speed 25 feet

Ranged  crossbow +24 [+19/+14] (magical, range increment 120 feet, reload 1), **Damage** 2d8+8 piercing

Melee  battleaxe +16 [+11/+6] (sweep), **Damage** 1d8+8 slashing

Boarding Action  The pirate sniper swings on a rope or Strides, moving up to double their Speed. If the pirate sniper 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.

Calculated Reload When the pirate sniper reloads their crossbow, they also calculate the best angle to their target, increasing the damage die from 1d8 to 1d10 and gaining a +2 circumstance bonus to their damage roll for their next crossbow Strike, as long as it occurs before the end of their next turn.

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

Surprise Attack On the first round of combat, if the pirate sniper rolls Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to them.