

# CAPTAIN BARNABAS HARRIGAN

CREATURE 15

NE

MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

**Perception** +26

**Languages** Common

**Skills** Acrobatics +27, Athletics +27 (+29 to Swim), Deception +25 (+27 to Feint), Intimidation +27, Stealth +29, Sailing Lore +25

**Str** +6, **Dex** +8, **Con** +7, **Int** +2, **Wis** +5, **Cha** +4

**Items** +2 greater striking mithral shortsword, +1 hatchet, buckler, bag of holding type 1, gloves of storing, howling skull armor, x2 moderate healing potions, greater healing potion

**AC** 37 (38 with buckler raised); **Fort** +23, **Ref** +30, **Will** +27

**HP** 285


**Attack of Opportunity** 

**Speed** 30 feet

**Melee**  shortsword +31 [+27/+23] (agile, finesse, versatile S), **Damage** 3d6+14 piercing

**Melee**  handaxe +30 [+26/+22] (agile, sweep), **Damage** 1d6+14 piercing

**Ranged**  handaxe +30 [+26/+22] (agile, thrown 10 feet), **Damage** 1d6+8 piercing

**Blood in the Eyes**  Harrigan makes a melee Strike with a slashing weapon. If Harrigan hits, the target suffers the normal effects of the Strike and makes a DC 36 Reflex save. Regardless of their save, they're temporarily immune until the battle ends.

**Critical Success** No effect.

**Success** They take 1d6 persistent bleed damage.

**Failure** They are dazzled until the beginning of Harrigan's next turn and take 1d6 persistent bleed damage.

**Critical Failure** They are blinded until the beginning of Harrigan's next turn and take 2d6 persistent bleed damage.

**Dread Striker** Any creature that has the frightened condition is also flat-footed against Harrigan's attacks.

**Sneak Attack** Harrigan's Strikes deal an additional 3d6 precision damage to flat-footed creatures.

**Howling Skull Armor** / Item 12

*Abjuration / Enchanted / Invested / Magical*

Usage worn armor; **Bulk** 1

This +2 resilient studded leather armor is decorated with metal skulls and grants a +2 item bonus to Intimidation checks.

**Activate (AA)** **Interact**; **Frequency** Once per day; **Effect** The armor casts a 3rd-level *fear* spell with a DC of 31.