

PIRATE BOATSWAIN

CREATURE 10

NE

MEDIUM

HUMANOID

DWARF

Converted by VaranSL

Perception +19; darkvision

Languages Common, Dwarven

Skills Acrobatics +19, Athletics +23 (+25 to Grab), Intimidation +19, Sailing Lore +15

Str +7, **Dex** +5, **Con** +6, **Int** -1, **Wis** +3, **Cha** +3


Items +1 *striking handwraps of mighty blows*, composite longbow


AC 31; **Fort** +22, **Ref** +17, **Will** +15



HP 176

Attack of Opportunity 



Speed 20 feet

Melee  fist +24 [+20/+16] (agile, finesse, magical, unarmed), **Damage** 2d6+15 bludgeoning plus Improved Grab

Melee  longbow +21 [+16/+11] (deadly d10, range increment 100 feet, reload 0, propulsive, volley 30 feet), **Damage** 1d8+11 piercing

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

Crushing Grab If the boatswain successfully Grapples a creature, they deal 7 bludgeoning damage to that creature.

Massive Rush   The boatswain Strides and makes a fist Strike with a +4 circumstance bonus to damage. If the strike hits, the boatswain automatically Shoves the target 10 feet.