

# OMARA CULVERIN

## CREATURE 12

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MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

**Languages** Common, Osiriani, Polyglot

**Skills** Acrobatics +25, Athletics +18, Crafting +25, Deception +22, Diplomacy +20, Society +21, Engineering Lore +23

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

**Items** +1 resilient leather, +1 striking rapier, +2 greater striking greater corrosive arquebus (20 shots)

**AC** 32; **Fort** +23, **Ref** +26, **Will** +21

**HP** 210

**Speed** 25 feet

**Melee** ♦ rapier +25 [+20/+15] (deadly d8, disarm, finesse), **Damage** 2d6+8 piercing

**Melee** ♦ musket +26 [+21/+16] (fatal d12, range increment 80 feet, reload 1, sniper, unsteady, versatile B), **Damage** 3d8+16 piercing plus 1d6 acid

**Perfect Aim** Omara ignores the concealed condition. Her targets don't benefit from lesser cover, and she reduces the AC bonus from standard cover by 2 against Omara's attack.

**Running Reload** ♦ Omara Strides, Steps, or Sneaks, then Interacts to reload.