

KERDAK BONEFIST

CREATURE 18

NE

MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

Perception +29

Languages Common, Polyglot

Skills Acrobatics +35, Athletics +30, Deception +30, Society +28, Survival +29, Sailing Lore +30

Str +6, **Dex** +9, **Con** +7, **Int** +4, **Wis** +5, **Cha** +6

Items +2 greater striking greater enervating fearsome dueling pistol (20 shots), +2 greater striking dancing rapier, x2 dust of disappearance, x2 greater healing potion

AC 43; **Fort** +33, **Ref** +31, **Will** +29

HP 324

Attack of Opportunity ↻

Bravery When Kerdak rolls a success on a Will save against a fear effect, he gets a critical success instead. In addition, anytime he gains the frightened condition, reduce its value by 1.

Sea Legs Kerdak ignores difficult terrain (but not greater difficult terrain) caused by water.

Speed 25 feet

Melee ♦ rapier +35 [+30/+25] (deadly d8, disarm, finesse), **Damage** 2d6+14 piercing

Ranged ♦ pistol +35 [+30/+25] (concealable, fatal d10, range increment 30 feet, reload 1, versatile B), **Damage** 2d6+17 piercing plus 1d6 negative energy damage

Innate Divine Spells DC 38 ; 8th vampiric touch (×3);

Persevering Reload ♦ **Requirements** Kerdak's last action was to make a successful Strike with his pistol and his pistol is unloaded; **Effect** Kerdak Interacts to reloads his pistol

Pistol Twirl ♦ Kerdak spins his pistol with a performative flair. Kerdak Feints against an opponent within 30 feet of him. On a success or critical success, the foe is flat-footed against his melee and ranged attacks. On a critical failure, he is flat-footed against the target's melee and ranged attacks.

Sneak Attack Kerdak's Strikes deal 4d6 extra precision damage to flat-footed creatures.

Enervating; Item 8+

Magical, Necromancy

Usage etched onto a weapon

When you hit with the weapon, add 1d6 negative energy damage to the damage dealt. On a critical hit, the target has to succeed at a DC 24 Fortitude save or be enfeebled 1 until the end of your next turn (or 1 minute on a critical failure).

Enervating; Item 8; **Price** 500 gp

Enervating (Greater); Item 15; **Price** 6,500 gp

The save DC is 34. Negative energy damage dealt by this weapon ignores the target's negative energy resistance.