

TSADOK GOLDTOOTH

CREATURE 14

CE**MEDIUM****HUMANOID****HALF-ORC****HUMAN****ORC**

Converted by VaranSL

Perception +25; low-light vision

Languages Common, Orc, Polyglot

Skills Acrobatics +25, Athletics +29, Crafting +22, Intimidation +22 (+24 to Demoralize), Survival +23, Sailing Lore +24

Str +9, **Dex** +5, **Con** +8, **Int** +4, **Wis** +3, **Cha** +2

Items +2 *greater striking keen falchion*, +1 *striking flintlock pistol* (20 shots), +2 *resilient breastplate*, lesser healing potion

AC 35; **Fort** +28, **Ref** +23, **Will** +21

HP 320

Unexpected Strike ➤ **Requirements** Tsadok is wielding a melee weapon and a creature enters his reach **Effect** Tsadok makes a Strike with a melee weapon

Speed 25 feet

Melee ♦ falchion +27 [+22/+17] (forceful, keen, magical, sweep), **Damage** 3d10+15 slashing

Melee ♦ pistol +24 [+20/+16] (fatal d8, range increment 20 feet, reload 1, versatile B), **Damage** 2d4+6 piercing

Boarding Action ♦♦ Tsadok swings on a rope or Strides, moving up to double his Speed. If he boarded or disembarked a boat during this movement, he can make a melee Strike at the end of his movement that deals one extra damage die on a hit.

Quick Fire ♦ (interact) Tsadok Strikes with his pistol, reloads, and then Strikes again. These count as one attack for the Tsadok's multiple attack penalty, and the penalty doesn't increase until after all the attacks.

Rage ♦ As the barbarian class ability; AC 24, +22 Hit Points, +12 melee damage, gain resistance to physical weapon damage