

SHIP'S OFFICERS

CREATURE 9

UNCOMMON

CN

GARGANTUAN

HUMANOID

HUMAN

Created by VaranSL

Perception +18

Languages Common

Skills Acrobatics +16, Athletics +19, Intimidation +17, Sailing Lore +16

Str +6, **Dex** +1, **Con** +4, **Int** +1, **Wis** +3, **Cha** +2

AC 28; **Fort** +21, **Ref** +14, **Will** +18

HP 156 (16 squares); Thresholds 104 (12 squares), 52 (8 squares); **Weaknesses** area damage 12, splash damage 6

Bravery When the ship's officers roll a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

Troop Defenses

Speed 25 feet; troop movement

Crossbow Volley ♦♦ The ship's officers draw or reload their crossbows, then launch a ranged attack in the form of a volley. This volley is a 10-foot burst within 120 feet that deals 4d8 piercing damage (DC 26 basic Reflex save). When the ship's officers are reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Cutlass Clamber ♦ to ♦♦♦ **Frequency** once per round; **Effect** The ship's officers engage in a coordinated melee attack against each enemy within 5 feet, with a DC 26 basic Reflex save. The damage depends on the number of actions.

♦ 2d6 piercing or slashing damage

♦♦ 2d6+10 piercing or slashing damage

♦♦♦ 3d6+10 piercing or slashing damage

Form Up ♦

Troop Movement Whenever the ship's officers Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the officers enters difficult terrain, the extra movement cost applies to all the officers.

Sea Legs Ship's officers ignore difficult terrain (but not greater difficult terrain) caused by water.