

# KERDAK BONEFIST

CREATURE 18

UNIQUE

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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, concussive, fatal d10, range increment 60 feet, reload 1), **Damage** 3d6+17 piercing plus 1d6 negative energy damage

**Divine Innate 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 DC24 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.