

OMARA CULVERIN

CREATURE 12

N**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 flintlock musket (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] (concussive, fatal d10, range increment 70 feet, reload 1), **Damage** 3d6+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.