PIRATE BOMBER CREATURE 10

CE MEDIUM HUMANOID HUMAN

Converted by VaranSL

Perception +17

Languages Common, Dwarven, Elven, Osiriani, Polyglot

Skills Arcana +21, Athletics +17, Crafting +23, Society +19, Stealth +20, Thievery +18, Sailing Lore +21

Str +3, Dex +6, Con +4, Int +7, Wis +3, Cha +2

Items alchemist's tools, +1 striking spiked gauntlet

AC 28; Fort +22, Ref +20, Will +17

HP 168

Bravery When the pirate bomber rolls 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.

Infused Items A pirate bomber carries infused moderate acid flasks (6), infused moderate alchemist's fires (6), infused moderate antidotes (2), infused moderate elixirs of life (4), infused reagents (5), infused moderate thunderstones (4), and infused wyvern poison (2). These items last for 24 hours, or until the next time they make their daily preparations.

Speed 25 feet

Melee ◆ bomb +22 [+17/+12] (range increment 20 feet, splash), Damage varies by bomb

Melee ◆ spiked gauntlet +20 [+16/+12] (agile, free hand), Damage 2d4+9 piercing

Alchemical Formulas (10) moderate acid flask, moderate alchemist's fire, moderate antidote, moderate elixir of life, moderate thunderstones, wyvern poison

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

Quick Alchemy Cost 1 batch of infused reagents; **Effect** The pirate bomber creates a single alchemical item from their formula book (see Alchemical Formulas). This item has the infused trait, but it remains potent only until the end of their next turn.

Quick Bomber ❖ The pirate bomber can use Interact to draw a bomb, then Strike with it.
Sneak Attack The pirate bomber's Strikes deal 2d6 extra precision damage to flat-footed creatures.