

Small Humanoid (Goblin, Artillery), Any Alignment

AC		Init.		HP		Speed			CR			
14		+3 (13)		13 (3d6 + 3)		30 ft., Climb 20 ft.			1/2 (XP 100; PB +2)			
				MOD	SAVE						MOD	SAVE
STR	8	-1	-1	DEX	16	+3	+3	CON	12	+1	+1	
INT	10	+0	+0	WIS	12	+1	+1	CHA	8	-1	-1	

Skills Perception +3, Stealth +5

Gear Dagger, Shortbow

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Goblin

TRAITS

Crafty. The sniper doesn't provoke opportunity attacks when they move out of an enemy's reach.

Sniper. If the sniper misses with a ranged weapon attack while they are hidden, they remain hidden. Additionally, if the sniper hits a target with a ranged weapon attack while they have advantage on the attack roll, the attack deals an extra 3 (1d6) damage.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Sneak. The sniper takes the Hide action.