

INHABITED KASATHA

CREATURE 6

CE

MEDIUM

HUMANOID

KASATHA

Perception +14

Languages Androffan, Kasatha

Skills Acrobatics +15, Athletics +13, Deception +13, Diplomacy +13, Stealth +15, Thievery +15


Str +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +2, **Cha** +4

Items +1 resilient leather armor, sturdy shield (minor), spined blades (3)

AC 23 (24 vs. traps; 25 with shield raised; 26 vs. traps with shield raised); **Fort** +11, **Ref** +17 (evasion), **Will** +14; +1 on saves against traps

HP 95

Deny Advantage The inhabited kasatha isn't off-guard to creatures of 6th level or lower that are hidden, undetected, flanking, or using surprise attack.


Nimble Dodge  **Trigger** The inhabited kasatha is targeted with a melee or ranged attack by an attacker they can see; **Effect** The inhabited kasatha gains a +2 circumstance bonus to AC against the triggering attack.

Raise a Shield 

Speed 5 feet


Melee  spined blade +17 (backstabber, deadly d10, finesse), **Damage** 1d6+8 piercing

Occult Innate Spells DC 27 ; **4th** *confusion*, *globe of invulnerability*; **3rd** *soothe* (×3); **2nd** *gentle repose*, *invisibility* (at will, self only), *paranoia* (at will); **cantrips** (**4th**) *daze*, *detect magic*, *read aura*

Quick Draw  The inhabited kasatha Interacts to draw a weapon, then Strikes with that weapon.

Sneak Attack The inhabited kasatha deals an extra 2d6 precision damage to off-guard creatures.

Surprise Attack On the first round of combat, creatures that haven't acted yet are off-guard to the inhabited kasatha.

Switch Active Hands  (manipulate) The inhabited kasatha changes which pair of hands are active, allowing it to use any held items in the newly selected pair of hands.