

Aicha

Armor Class: 14 (Padded)

Hit Points: 112 (15d8 +45)

Speed: 10ft (3m / 2 sqr), swim 40ft (12m / 8 sqr)

Proficiency: +2

STR	DEX	CON
13 (+1)	17 (+3)	16 (+3)
INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)

Skills: *Acrobatics* +5 *Deception* +5 *Athletics* +3 *Perception* +3

Saving Throws: *Dexterity* +5 *Constitution* +5 ?

Challenge: 3 (700 XP)

Actions

Multiattack. The Pirate makes three weapon melee attacks or three ranged attacks.

Scimitar. *Melee Weapon Attack* +5 to hit, reach 5 ft, one target. Hit: 6 (1d6 +3) slashing damage.

Properties: Finesse, Light,

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

Properties: Ammunition: range 80/320ft, Two-handed,

Special Abilities

Dirty Fighting: (2/short rest) If one pirate's attacks hits the enemy, he can choose as a bonus action to trip or disarm the target.

Sea Prowess: The pirate has advantage on acrobatics and athletics checks that involve movement on a ship and in swimming checks.

Tool Proficiency: The pirate is proficient with Vehicles (sea).

Racial Features

Amphibious: The merfolk can breathe air and water.

Languages: speaks Aquan and Common.

Character created at rpgtinker.com

