

Urila Obek : Pirate

Male Goblin, any alignment

Armor Class: 14 (Padded)

Hit Points: 22 (4d6 +8)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR	DEX	CON
12 (+1)	17 (+3)	15 (+2)
INT	WIS	CHA
8 (-1)	8 (-1)	14 (+2)

Skills: *Stealth* +5 *Acrobatics* +5 *Deception* +4

Challenge: 1/2 (100 XP)

Actions

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

Ability Modifiers: -2 Str, +2 Dex

Small Size: small creatures should use d6 for hit dices

Stealthy: You have proficiency in the stealth skill. (even if DMG didn't say so, all the goblins on MM got stealth)

Nimble Escape: The creature can take the Disengage or Hide action as a bonus action on each of its turns .

Darkvision: 60ft (18m / 12sqr)

Languages: speaks Common and Goblin.

Character created at rpgtinker.com