

# Orilin Moriack : Pirate

Female Goblin, any alignment

**Armor Class:** 15 (Padded)

**Hit Points:** 22 (4d6 +8)

**Speed:** 30ft (9m / 6 sqr)

**Proficiency:** +2

|            |            |            |
|------------|------------|------------|
| <b>STR</b> | <b>DEX</b> | <b>CON</b> |
| 10 (+0)    | 18 (+4)    | 14 (+2)    |
| <b>INT</b> | <b>WIS</b> | <b>CHA</b> |
| 9 (-1)     | 11 (+0)    | 12 (+1)    |

**Skills:** *Stealth* +6 *Acrobatics* +6 *Deception* +3

**Challenge:** 1/2 (100 XP)

## Actions

**Scimitar.** *Melee Weapon Attack* +6 to hit, reach 5 ft, one target. Hit: 7 (1d6 +4 ) slashing damage.

*Properties: Finesse, Light,*

**Shortbow.** *Ranged Weapon Attack* +6 to hit, range 80/320ft, one target. Hit: 7 (1d6 +4 ) 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](http://rpgtinker.com)