

# Axaran : Pirate

Male Goblin, any alignment

**Armor Class:** 16 (Padded)

**Hit Points:** 26 (4d6 +12)

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

**Proficiency:** +2

<b>STR</b>	<b>DEX</b>	<b>CON</b>
13 (+1)	20 (+5)	17 (+3)
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
13 (+1)	14 (+2)	17 (+3)

**Skills:** *Stealth* +7 *Acrobatics* +7 *Deception* +5 *Athletics* +3 *Perception* +4

**Saving Throws:** *Dexterity* +7 *Constitution* +5 ?

**Challenge:** 1 (200 XP)

## Actions

**Scimitar.** *Melee Weapon Attack* +7 to hit, reach 5 ft, one target. Hit: 8 (1d6 +5 ) slashing damage.

*Properties: Finesse, Light,*

**Shortbow.** *Ranged Weapon Attack* +7 to hit, range 80/320ft, one target. Hit: 8 (1d6 +5 ) 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](https://rpgtinker.com)

