

Hadozee Shipmate

Medium, Humanoid (Hadozee), Any Alignment

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ARMOR CLASS

12

HIT POINTS

9 (2d8)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 30 ft., Glide true

Initiative +2

Saving Throws Dex +4, Wis +3

Skills Perception +3

Senses Passive Perception 13

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Languages Common plus one language

STR12
+1**DEX**14
+2**CON**12
+1**INT**12
+1**WIS**12
+1**CHA**12
+1

Traits

Battlefield Training. Hadozee Shipmate has Advantage on ability checks related to boarding actions, wildspace travel, rigging, or shipboard movement.

Disciplined Footwork. Hadozee Shipmate can move through allied creatures' spaces but cannot end movement there.

Actions

Weapon. Melee or Ranged Attack Roll: +4, reach 5 ft. or range 30/120 ft. Hit: 5 Piercing or Slashing damage.

Boarding Weapon. Melee Attack Roll: +4, reach 5 ft. Hit: 5 Slashing damage.

Ranged Shot. Ranged Attack Roll: +4, range 80/320 ft. Hit: 4 Piercing damage.

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