

SHARPSHOOTER

Small or Medium • Humanoid • Any Alignment

Armor Class 16

Initiative +4 (14)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	17 (+3)	10 (+0)

Saving Throws Dex +8, Wis +6

Skills Perception +9, Stealth +7

Gear crossbow bolts, heavy crossbow, studded leather

Senses passive Perception 19

Languages Common

CR 5 (XP 1,800; PB +3)

Precise Shooter. Attacking at long range doesn't impose disadvantage on the sharpshooter's attack rolls. Additionally, the sharpshooter ignores half cover and three-quarters cover.

ACTIONS

Multiattack. The sharpshooter makes two attacks, using Bolt Stab and Heavy Crossbow in any combination.

Bolt Stab. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 9 (2d4 + 4) piercing damage, and the sharpshooter doesn't provoke opportunity attacks from the target until the end of its turn.

Heavy Crossbow. *Ranged Weapon Attack:* +7 (with advantage if the sharpshooter hasn't moved and will not move this turn and nothing else imposes disadvantage), range 100/400 ft. *Hit:* 16 (3d10 + 4) piercing damage. This attack scores a critical hit on a 18 to 20 on a d20, and all damage dice are tripled (instead of doubled).

SHARPSHOOTER — WEAKER

Armor Class 15

Initiative +3 (13)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	15 (+2)	10 (+0)

Skills Perception +6, Stealth +6

Gear crossbow bolts, heavy crossbow, studded leather

Senses passive Perception 19

Languages Common

CR 2 (XP 450; PB +2)

Precise Shooter. Attacking at long range doesn't impose disadvantage on the sharpshooter's attack rolls. Additionally, the sharpshooter ignores half cover and three-quarters cover.

ACTIONS

Bolt Stab. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage, and the sharpshooter doesn't provoke opportunity attacks from the target until the end of its turn.

Heavy Crossbow. *Ranged Weapon Attack:* +6 (with advantage if the sharpshooter hasn't moved and will not move this turn and nothing else imposes disadvantage), range 100/400 ft. *Hit:* 14 (2d10 + 3) piercing damage. This attack scores a critical hit on a 18 to 20 on a d20.

SHARPSHOOTER — STRONGER

Armor Class 17

Initiative +5 (15)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	10 (+0)	19 (+4)	10 (+0)

Saving Throws Dex +8, Wis +6

Skills Perception +10, Stealth +8

Gear crossbow bolts, heavy crossbow, studded leather

Senses passive Perception 19

Languages Common

CR 8 (XP 3,900; PB +3)



Precise Shooter. Attacking at long range doesn't impose disadvantage on the sharpshooter's attack rolls. Additionally, the sharpshooter ignores half cover and three-quarters cover.

ACTIONS

Multiattack. The sharpshooter makes two attacks, using Bolt Stab and Heavy Crossbow in any combination.

Bolt Stab. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 12 (3d4 + 5) piercing damage, and the sharpshooter doesn't provoke opportunity attacks from the target until the end of its turn.

Heavy Crossbow. *Ranged Weapon Attack:* +8 (with advantage if the sharpshooter hasn't moved and will not move this turn and nothing else imposes disadvantage), range 100/400 ft. *Hit:* 27 (4d10 + 5) piercing damage. This attack scores a critical hit on a 18 to 20 on a d20, and all damage dice are tripled (instead of doubled).