

BOUNTY HUNTER

Small or Medium • Humanoid • Lawful Good

Armor Class 15

Initiative +3 (13)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5

Skills Stealth +5, Perception +6, Survival +6

Gear dagger, net, studded leather, shortsword

Senses passive Perception 16

Languages Common plus two other languages

CR 4 (XP 1,100; PB +2)



Dead or Alive. The bounty hunter scores a critical hit on a 17 or higher, provided the target is restrained.

ACTIONS

Multiattack. The bounty hunter makes three Shortsword attacks. It can replace one of these attacks with a Bola attack or a use of Smoke Bomb.

Shortsword. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage.

Bola (2/Day). *Ranged Weapon Attack:* +5, range 30/60 ft. *Hit:* The target is knocked prone and becomes restrained until it or a creature within 5 feet of it takes an action to remove the bola.

Smoke Bomb (2/Day). The bounty hunter throws a smoke bomb to a point it can see within 30 feet of it. The bomb then explodes and creates a heavily obscured 15-foot-radius sphere of smoke. The effect lasts for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

BOUNTY HUNTER — WEAKER

Armor Class 14

Initiative +2 (12)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Stealth +4, Perception +5, Survival +5

Gear dagger, net, studded leather, shortsword

Senses passive Perception 15

Languages Common plus two other languages

CR 1 (XP 200; PB +2)



Dead or Alive. The bounty hunter scores a critical hit on a 18 or higher, provided the target is restrained.

ACTIONS

Multiattack. The bounty hunter makes two Shortsword attacks. It can replace one of these attacks with a Bola attack or a use of Smoke Bomb.

Shortsword. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage.

Bola (2/Day). *Ranged Weapon Attack:* +5, range 20/40 ft. *Hit:* The target is knocked prone and becomes restrained until it or a creature within 5 feet of it takes an action to remove the bola.

Smoke Bomb (2/Day). The bounty hunter throws a smoke bomb to a point it can see within 30 feet of it. The bomb then explodes and creates a heavily obscured 10-foot-radius sphere of smoke. The effect lasts for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

BOUNTY HUNTER — STRONGER

Armor Class 16

Hit Points 127 (17d8 + 51)

Speed 30 ft.

Initiative +4 (14)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	17 (+3)	13 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +7, Wis +6

Skills Stealth +7, Perception +10, Survival +10

Gear dagger, net, studded leather, shortsword

Senses passive Perception 20

Languages Common plus two other languages

CR 7 (XP 2,900; PB +3)



Dead or Alive. The bounty hunter scores a critical hit on a 16 or higher, provided the target is restrained.

ACTIONS

Multiattack. The bounty hunter makes three Shortsword attacks. It can replace one of these attacks with a Bola attack or a use of Smoke Bomb.

Shortsword. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 14 (3d6 + 4) piercing damage.

Bola (3/Day). *Ranged Weapon Attack:* +7, range 30/90 ft. *Hit:* The target is knocked prone and becomes restrained until it or a creature within 5 feet of it takes an action to remove the bola.

Smoke Bomb (2/Day). The bounty hunter throws a smoke bomb to a point it can see within 30 feet of it. The bomb then explodes and creates a heavily obscured 20-foot-radius sphere of smoke. The effect lasts for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

Spellcasting. The bounty hunter casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 11):

2/day: locate creature, locate object

BONUS ACTIONS

Hunter's Mark (2/Day). The bounty casts *hunter's mark*, using the same spellcasting ability as Spellcasting.

REACTIONS

No Escape. *Trigger:* A creature within 5 feet of the bounty hunter that it can see attempts to end the effect of its Bola. *Response:* The bounty hunter prevents that action. The target must choose a different action or lose it.

Spellcasting. The bounty hunter casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

3/day: locate creature, locate object

BONUS ACTIONS

Hunter's Mark (3/Day). The bounty casts *hunter's mark*, using the same spellcasting ability as Spellcasting.

REACTIONS

No Escape. *Trigger:* A creature within 5 feet of the bounty hunter that it can see attempts to end the effect of its Bola. *Response:* The bounty hunter prevents that action. The target must choose a different action or lose it.