

TARKATAN WARRIOR

Medium humanoid (tarkata), neutral

Armor Class 13 (studded leather)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	8 (-1)	11 (+0)	7 (-2)

Skills Athletics +5

Senses passive Perception 10

Languages Common, Tarkatan

Challenge 1 (200 XP)

Ferocious. The tarkatan warrior gains advantage on any Charisma (Intimidation) checks but suffers disadvantage on any Charisma (Persuasion) checks he makes against other species.

ACTIONS

Multiattack. The tarkatan warrior makes two attacks with their wrist blade.

Wrist Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage

TARKATAN BLADEMASTER

Medium humanoid (tarkata), neutral

Armor Class 16 (chain shirt)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	7 (-2)

Skills Athletics +7

Senses passive Perception 10

Languages Common, Tarkatan

Challenge 3 (700 XP)

Ferocious. The tarkatan blademaster gains advantage on any Charisma (Intimidation) checks but suffers disadvantage on any Charisma (Persuasion) checks he makes against other species.

ACTIONS

Multiattack. The tarkatan blademaster makes three attacks with their wrist blades.

Wrist Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Blade Spark. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 6 (1d8 + 2) thunder damage.

Barbed Blade (Recharge 5-6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. Until the target receives a DC 15 Wisdom (Medicine) check, they continue to take 6 (1d4 + 4)

piercing damage at the beginning of each of their turns as the wound continues to bleed and tear.

REACTIONS

Parry. The tarkatan blademaster adds 3 to its AC against one melee attack that would hit it. To do so, the tarkatan blademaster must see the attacker.



Copyright Warner Bros and NetherRealm Studios