

Dirgah Hammerhead (aka Old Saltbeard)

Male dwarf rogue 6/Inner Sea pirate 2 (pirate)

NE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +12

Languages Common, Dwarven, Giant, Gnome

DEFENSE

AC 29, touch 16, flat-footed 27 (+7 armor, +2 deflection, +2 Dex, +1 insight, +1 luck, +3 natural, +3 shield)

hp 80 (8 HD)

Fort +9, **Ref** +10, **Will** +6; +4 vs. spells and spell-like abilities; +2 vs. fear, illusions, mind-affecting effects, poison (+4 if ingested), and anything that causes the nauseated, sickened, staggered and stunned conditions*

Defensive Abilities evasion, negate critical hit or sneak attack 1/day, uncanny dodge, unflinching +2

OFFENSE

Speed 20 ft. (4 squares), climb 20 ft.

Melee +2 *battleaxe* +9 (1d8+4/×3) or
Brine's sting +8 (1d6+3/18-20) or
vindictive harpoon +8 (1d8+4/×3) or
+1 *menacing armor spikes* +4 (1d6+3)

Ranged mwk underwater light crossbow +8 (1d8/19-20) or
vindictive harpoon +8 (1d8+3/×3)

Special Attacks sneak attack +4d6

STATISTICS

Abilities Str 14 (+2), Dex 14 (+2), Con 16 (+3), Int 14 (+2), Wis 14 (+2), Cha 13 (+1)

Base Atk +5; **CMB** +7; **CMD** 23 (25 vs. bull rush or trip); **Hero Points** 1

Feats Hard-Headed, Ironguts, Ironhide, Sea Legs^B, Steel Soul

Skills Acrobatics +15 (+12 to jump; may take 10 to move over narrow surfaces), Appraise +13, Climb +11, Diplomacy +8, Disable Device +11, Escape Artist +9, Intimidate +8, Perception +13, Profession (sailor) +13, Sense Motive +12, Sleight of Hand +9, Stealth +12, Survival +12 (+14 to find food for yourself), Swim +12

SQ pirate trick (storm sailor), rogue talents (offensive defense, rope master), saltbeard, traits (peg leg, skeptic), weapon familiarity

Combat black adder poison (10, on bolts), crossbow bolts (50), oil of taggit (8, in hip flask), tanglefoot bag;

Other Gear +1 *spiked gauntlets* (2), +2 *battleaxe*, +2 *light bone shield*, +3 *darkleaf cloth lamellar leather armor* with +1 *menacing armor spikes*, *amulet of natural armor* +2, *Brine's sting*, *cloak of resistance* +2 (doubles as *muleback cords*), *dusty rose prism ioun stone* (trapped under hat), *jingasa of the fortunate soldier*, masterwork backpack, masterwork thieves' tools (concealed in peg leg, DC 31), masterwork underwater light crossbow, necklace of bones (worth 4gp), personal booty (see below), *ring of protection* +2, *robe of infinite twine*, *slippers of spider climb*, *steadfast grapple*, *Svingli's eye*, tender (496gp, 2sp, 3cp), *traveler's any-tool*, *vindictive harpoon* (used as a spear), Whalebone Pilk's tricorne

Encumbrance light 200 lb., medium 400 lb., heavy 600 lb.; **Weight Carried** 86 lb. 8 oz. (excluding tender)

* The bonuses for meeting multiple conditions stack. For example, you gain a +10 bonus to saves against a mind-affecting illusion spell with the fear descriptor, such as phantasmal killer.



SPECIAL ABILITIES

- Evasion (Ex)** If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.
- Greed** You gain a +2 racial bonus on Appraise skill checks made to determine the price of goods found in or under the water.
- Offensive Defense (Ex)** When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled for 1 round.
- Peg Leg** You possess a peg leg, though you suffer none of the drawbacks for having it. You gain a +1 trait bonus on Fortitude saves as well as a +1 trait bonus on damage rolls against sharks and other animals with the aquatic subtype.
- Rope Master (Ex)** You can move at your normal speed when using rope on a Climb check, can take 10 when using Acrobatics to move over narrow surfaces even when in danger or distracted, and gain a +4 bonus when determining the DC to escape bonds when you tie up a creature.
- Saltbeard** You gain a +2 bonus on Profession (sailor) and Survival checks while at sea. You also gain a +1 racial bonus on attack rolls and a +2 dodge bonus to AC against creatures with the aquatic or water subtype.
- Skeptic** You gain a +2 trait bonus on all saving throws against illusions.
- Storm Sailor (Ex)** You treat all storms as if they were one category less severe for the purposes of sailing and navigation. (This benefit stacks with the Hurricane Savvy character trait and other effects related to wind conditions.) You can make an Acrobatics check to move your normal speed across uneven ground, and you do not take a penalty on any Acrobatics checks due to slightly slippery, slightly unsteady, or moderately unsteady conditions.
- Swinging Reposition (Ex)** You can incorporate a ship's masts, rigging, ropes, sails, and other such structures into your combat style. Provided you are wearing light armor, when fighting in an environment where such structures exist, you incorporate them into your Acrobatics checks by grabbing hold of the structure and swinging toward your opponent, making either a charge or a bull rush maneuver. Once you complete your attack or maneuver, you can reposition yourself. Immediately after making the charge or bull rush, you can move 5 feet as a free action, even if the charge ends your turn. This movement does not provoke attacks of opportunity.
- Uncanny Dodge (Ex)** You retain your Dexterity bonus to AC even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized.
- Unflinching (Ex)** You gain a +1 bonus on saving throws against fear and mind-affecting effects. This bonus increases by +1 for every three rogue levels, to a maximum of +6 at 18th-level.
- Weapon Familiarity** You are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

PERSONAL BOOTY

You generally keep the following additional items within your personal locker onboard ship: acid (3), assorted gems (worth 500gp), buckler, chain shirt, crossbow bolts (212), cutlass, daggers (4), leather armor, light crossbow, masterwork dagger, studded leather armor.