

## Sen Argyle Spitbeard

Male dwarf fighter 12 (corsair)

LN Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 60 ft., stonecunning; Perception +1

**Languages** Aquan, Common, Dwarven, Giant, Goblin, Orc

---

### DEFENSE

---

**AC** 25, touch 12, flat-footed 24 (+12 armor, +1 deflection, +1 Dex, +1 natural)

**hp** 129 (12 HD)

**Fort** +12, **Ref** +7, **Will** +6; +2 vs. poison, spells, and spell-like abilities, +3 vs. fear

**Defensive Abilities** bravery +3, defensive training (+4 dodge bonus to AC vs. giants); **DR** 3/–

---

### OFFENSE

---

**Speed** 20 ft. (4 squares)

**Melee** +3 *adamantine greatsword* +26/+21/+16 (2d6+17/19-20) or  
+3 *adamantine greatsword* +26/+17/+12 (2d6+29/19-20) with Power Attack

**Ranged** +1 *composite longbow* +18/+13/+8 (1d8+8/×3)

**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids, weapon training (heavy blades +4, bows +3)

---

### STATISTICS

---

**Abilities** Str 24 (+7), Dex 14 (+2), Con 16 (+3), Int 14 (+2), Wis 13 (+1), Cha 8 (–1)

**Base Atk** +12; **CMB** +16 (+20 with greatsword); **CMD** 32 (36 vs. bull rush/trip, 40 vs. greatsword disarm)

**Feats** Cleave<sup>B</sup>, Cleaving Finish<sup>B</sup>, Flanking Foil, Furious Focus, Giant Killer<sup>B</sup>, Goblin Cleaver, Great Cleave<sup>B</sup>, Improved Cleaving Finish<sup>B</sup>, Improved Surprise Follow-Through<sup>B</sup>, Orc Hewer, Power Attack<sup>B</sup> (–4 attack, +4/+8/+12 damage), Strike Back, Surprise Follow-Through

**Skills** Acrobatics +12, Climb +15, Knowledge (local) +11, Linguistics +4, Profession (sailor) +13, Survival +14, Swim +20; **Armor Check Penalty** –5 (+0 for Acrobatics and Swim checks); **Racial Modifiers** +2 Appraise relating to metals/minerals, +2 Perception to notice unusual stonework

**SQ** armored pirate, improved deck fighting, pirate weapons, weapon familiarity

**Combat** arrows (20), *potions of cure light wounds* (8), *potions of enlarge person* (16), woundweal (16); **Other Gear** +1 *composite longbow* (+7 strength bonus), +3 *adamantine greatsword*, +3 *adamantine full plate*, *amulet of natural armor* +1, *belt of giant strength* +6, *cloak of resistance* +1, *gloves of dueling*, *ring of protection* +1, tender (49gp)

**Encumbrance** light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 66 lb. (excluding tender)



---

## SPECIAL ABILITIES

---

**Armored Pirate (Ex)** You reduce the armor check penalty of any armor you wear to 0 for purposes of Acrobatics and Swim checks.

**Bravery (Ex)** You gain a +3 bonus on Will saves against fear effects.

**Defensive Training** You gain a +4 dodge bonus to AC against attacks made by Giants.

**Greed** You gain a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

**Hardy** You receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

**Hatred** You receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes.

**Improved Deck Fighting (Ex)** You gain Cleave and Great Cleave as a bonus feats. You may use these feats even if you do not meet the prerequisites. You do not take the normal –2 penalty to your AC when using either feat.

**Pirate Weapons (Ex)** You are well versed in the types of weapons favored by pirates. When selecting a group of weapons for your Weapon Training ability, you can select Pirate Weapons as a group. The Pirate Weapons group consists of the crossbow, cutlass, dagger, hook hand, rapier, and short sword.

**Stability** You receive a +4 racial bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

**Stonecunning** You receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. You receive a check to notice such features whenever you pass within 10 feet of them, whether or not you are actively looking.

**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.

**Weapon Training (Ex)** You receive a +4 bonus to attack and damage rolls when using heavy blades, to any combat maneuver checks made with heavy blades, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against heavy blades. You receive a similar bonus with bows, but only at a +3 bonus.