

Pearl

Female merfolk fighter 3 - CR 2

Neutral Good Humanoid (Aquatic); Deity: **Shelyn**; Age: **29**;
Height: **6' 5"**; Weight: **180lb.**; Eyes: **Blue**; Hair: **Blond**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation

REFLEX (DEXTERITY)	+3	=	+1	+2			
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WILL (WISDOM)	+1	=	+1				
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Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=		+2		+2		+1	

Touch AC 13	Flat-Footed AC 12
	BAB Strength Size Misc

CM Bonus +5	=	+3	+2	-	-
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CM Defense	Total	BAB	Strength	Dexterity	Size
CM Defense 18	=	10	+3	+2	+2

can't be Tripped

Base Attack	+3	HP	29
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Initiative	+2	Damage / Current HP
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Speed	5 ft
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Heavy mace

Main hand: **+5, 1d8+2**

Both hands: **+5, 1d8+3**

Crit: **x2**
1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : -12 to jump				
Appraise	+4	INT (2)	2	
Bluff	+1	CHA (1)	-	
Climb	+2	STR (2)	-	
Craft (carpentry)	+8	INT (2)	3	
Craft (ships)	+8	INT (2)	3	
Diplomacy	+3	CHA (1)	2	
Disguise	+1	CHA (1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+1	CHA (1)	-	
Perception	+3	WIS (0)	3	
Ride	+2	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+2	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	+14	STR (2)	1	

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Reflexes (3 AoO/round)
Dodge
Endurance
Martial Weapon Proficiency - All
Prodigy (Craft [ships], Craft [carpentry])
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency

Special Abilities

Amphibious (Ex)
Bravery +1 (Ex)
Low-Light Vision
Swimming (50 feet)

Gear

Total Weight Carried: 21/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Artisan's tools, masterwork (Craft [carpentry])	5 lbs
Buttons	0.1 lbs
Conditioning oil for leather	0.4 lbs
Drill	1 lb
File, small	0.1 lbs
Heavy mace	8 lbs
Leather paring knife	0.5 lbs
Leather straps	0.4 lbs
Metal polish	0.3 lbs
Money	-
Sewing needle	-
Soft cloth x2	0.1 lbs
Wine, fine (per bottle) x3	1.5 lbs

Languages

Aboleth	Common
Aquan	Elven

Background

A mermaid worker of Rickety's Squibs. Whether from Rickety's influence or the friendly townfolk of Rickety's Squibs, she's acquired both a taste for alcohol, a love of cigars, and a coarse tongue incongruous with her beautiful appearance.

Pearl, then 14, was rescued 15 years ago from a sahagin attack by a pirate crew helmed by Merrill Pegsworthy, a Free Captain of the Shackles. The last of her tribe and unlikely to survive by herself, she was brought by Pegsworthy to RS to apprentice under Rickety himself.

Through his tutelage, she's learned a vast amount of shipcraft and has become a valued worker of Rickety's. Rumor has it that those who stiff Rickety Hale often find their cargo holds mysteriously taking on water from numerous cracks in the ship keel.

Rickety used her knowledge of Aquan to also negotiate with the water nagas upstream.

LIKES: Wine, cigars, well-made ships, a job well done.
DISLIKES: Sahagin, sharks, killer whales, giant squids.

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Drill (equipment)
- **Advanced Race Guide / Bestiary / Inner Sea Races** - Merfolk (race)
- **Ultimate Magic** - Prodigy (feat)

Experience & Wealth

Current Cash: **You have no money!**