

## Rickety Hake

Male human (Varisian) expert 7 - CR 5

Chaotic Good Humanoid (Human); Deity: **Besmara**; Age: **72**; Height: **5' 7"**; Weight: **140lb.**; Eyes: **Blue**; Hair: **Gray**; Skin: **White**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>13</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>10</b>	<b>0</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>17</b>	<b>+3</b>	
<b>WIS</b> WISDOM	<b>17</b>	<b>+3</b>	
<b>CHA</b> CHARISMA	<b>15</b>	<b>+2</b>	

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+3</b>	=	<b>+2</b>	<b>+1</b>			

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

<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	=	<b>+2</b>				
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<b>WILL</b> (WISDOM)	<b>+8</b>	=	<b>+5</b>	<b>+3</b>			
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>13</b>	=	<b>+3</b>						

<b>Touch AC</b> <b>10</b>	<b>Flat-Footed AC</b> <b>13</b>
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<b>CM Bonus</b> <b>+6</b>	=	<b>+5</b>	<b>+1</b>	-	-
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CM Defense	Total	BAB	Strength	Dexterity	Size
<b>16</b>	=	<b>10</b>	<b>+5</b>	<b>+1</b>	<b>+0</b>

<b>Base Attack</b>	<b>+5</b>	<b>HP</b>	<b>56</b>
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Initiative	Damage / Current HP
<b>+0</b>	

<b>Speed</b>	<b>30 ft</b>
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### Boarding pike

Both hands: **+6, 1d8+1** Crit: x3  
2-hand, P, Brace,

### Masterwork studded leather

**+3**

Max Dex: +5, Armor Check: -  
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (0)	-	
<b>Appraise</b>	<b>+13</b>	INT (3)	7	
<b>Bluff</b>	<b>+6</b>	CHA (2)	4	
<b>Climb</b>	<b>+6</b>	STR (1)	3	
<b>Craft (carpentry)</b>	<b>+9</b>	INT (3)	5	
<b>Craft (cloth)</b>	<b>+9</b>	INT (3)	5	
<b>Craft (ships)</b>	<b>+11</b>	INT (3)	5	
<b>Diplomacy</b>	<b>+6</b>	CHA (2)	4	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>+0</b>	DEX (0)	-	
<b>Fly</b>	<b>+0</b>	DEX (0)	-	
<b>Heal</b>	<b>+4</b>	WIS (3)	1	
<b>Intimidate</b>	<b>+2</b>	CHA (2)	-	
<b>Knowledge (engineering)</b>	<b>+11</b>	INT (3)	5	
<b>Linguistics</b>	<b>+5</b>	INT (3)	2	
<b>Perception</b>	<b>+13</b>	WIS (3)	5	
<b>Profession (sailor)</b>	<b>+13</b>	WIS (3)	7	
<b>Ride</b>	<b>+0</b>	DEX (0)	-	
<b>Sense Motive</b>	<b>+14</b>	WIS (3)	6	
<b>Stealth</b>	<b>+0</b>	DEX (0)	-	
<b>Survival</b>	<b>+11</b>	WIS (3)	5	
<b>Guide to flora/fauna:</b> +2 circumstance bonus to get along in the wild, endure severe weather, avoid getting lost, spot natural hazards, and predict weather				
<b>Swim</b>	<b>+12</b>	STR (1)	6	
<b>Endurance:</b> +4 to resist nonlethal damage from exhaustion				

### Feats

Alertness  
Armor Proficiency (Light)

## Feats

Endurance  
Field Repair  
Master Craftsman (Craft [ships])  
Sea Legs  
Simple Weapon Proficiency - All

## Gear

**Total Weight Carried: 40/150 lbs, Light Load**  
**(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

Basic maps (major landmarks only)	-
Boarding pike	9 lbs
Flint and steel	-
Guide to flora/fauna	1 lb
Knife, utility	0.5 lbs
Masterwork studded leather	20 lbs
Mess kit	1 lb
Money	-
Waterskin x2	4 lbs

## Languages

Aquan	Halfling
Common	Polyglot
Dwarven	Varisian
Goblin	

## Background

Retired buccaneer, former mate under Free Captain Ella Gurnett, proprietor of Rickety Squibbs.

## Sourcebooks Used

- **Inner Sea Races / Inner Sea World Guide** - Polyglot (language); Varisian (language)
- **Inner Sea World Guide** - Varisian (race option)
- **Pirates of the Inner Sea / Skull & Shackles** - Boarding pike (weapon)
- **Ultimate Combat** - Field Repair (feat); Sea Legs (feat)
- **Ultimate Equipment** - Mess kit (equipment)

## Experience & Wealth

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