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Pathfinder Pre-Gen #1

Pirates of the Toothless Jar

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Captain Rednik "Longbeard" Garowry



Chaotic Neutral Male Chelaxian Human Sea Witch (Cheliox)

Rednik was nothing but a lowly sailor on a ship until he captured an exotic parrot on a slaving expedition. He soon discovered that his new pet, Crookbeak, bestowed magical abilities upon him. Keeping his secret, Rednik struck out on his own after he engineered a miniscule mutiny aboard the *Toothless Gar*. It is said that when Rednik becomes angry, his beard comes alive so that his enemies must dodge both his rapier and his distracting locks. Rumor has it that the Paracountess keeps tabs on him, though unreliable he may be, so that he may become an asset to Cheliox.

Deity: **Besmara**; Age: **20**; Height: **6'**; Weight: **175 lbs.**; Eyes: **Blue**; Hair: **Black**

ABILITY	SCORE	MODIFIER	TEMPORARY
STR STRENGTH	12	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	18	+4	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

SKILL NAME	TOTAL	ABILITY	RANKS	TEMP
Acrobatics	+2	DEX (1)	1	
Appraise	+4	INT (4)	-	
Bluff	+6	CHA (1)	1	
Climb	+1	STR (1)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+5	CHA (1)	1	
Perception	+1	WIS (1)	-	
Profession (Sailor)	+5	WIS (1)	1	
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+8	INT (1)	1	
Stealth	+1	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	+6	STR (1)	1	
Use Magic Device	+5	CHA (1)	1	

SAVING THROW	TOTAL	BASE	ABILITY	RESIST	MISC	TEMP
FORTITUDE (CONSTITUTION)	+1	= 0	+1			
REFLEX (DEXTERITY)	+1	= 0	+1			
WILL (WISDOM)	+3	= +2	+1			

AC	TOTAL	ARMOR	SHIELD	DEX	SIZE	NAT.	DEFL.	DODGE	MISC.
(ARMOR CLASS)	11	=		+1					

TOUCH AC	11	FLAT-FOOTED AC	10
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CM BONUS	TOTAL	BAB	STRENGTH	SIZE	MISC.
(COMBAT MANUEVERS)	+1	=	+1		

CM DEFENSE	TOTAL	BAB	STRENGTH	DEXTERITY	SIZE
(COMBAT MANUEVERS)	12	= 10	+1	+1	

HP (HIT POINTS)	8
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BAB	0	INITIATIVE	+4	SPEED	30'
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DAGGER

Mainhand: +1, 1d4+2 Crit: 19-20/x2
Ranged: +1, 1d4+2 Range: 10' Light, P/S

RAPIER

Mainhand: +1, 1d4+2 Crit: 18-20/x2
Both Hands: +1, 1d4+2 1-Hand, P

PREHENSILE HAIR

Mainhand: -1, 1d3+2 Crit: 20/x2 Light, B

FEATS, TRAITS AND FLAWS

Extra Hex
Fast-Talker
Martial Weapon Proficiency: Rapier
River Rat (Marsh or River)
Simple Weapon Proficiency: All

SPECIAL ABILITIES

+3 to Appraise Checks
Empathic Link with Familiar (Su)
Know Direction (Sp)
Prehensile Hair (Su)
Sea Creature Empathy +2 (Ex)
Share Spells with Familiar

SPELLS AND POWERS

Witch (Sea Witch) Spell DC: 14 + Spell Level
CL: 1 (vs. SR: +1, Concentration +5)
Melee Touch +1 Ranged Touch +1
Maximum Witch (Sea Witch) spells per day: 3/*x0; 2x1
Spells known: All 0-level spells;
1st-level spells: Air Bubble, Cause Fear, Cure Light Wounds, Mage Armor, Obscuring Mist, Shadow Weapon, Sleep

COMPANIONS

Crookbeak (Arcane Familiar), Male Parrot - CL1 - CR 1/5
STR 2 (-4), DEX 15 (+2), CON 8 (-1), INT 6 (-2), WIS 15 (+2), CHA 7 (-2); Fortitude +1, Reflex +4, Will +4 HP: 4/4; Init: +2; Speed: 10 feet
Attack Bonus: +2; Armor Class: 15 / 14Tch / 13FI
Acrobatics +6, Bluff -1, Fly +6, Intimidate -1, Perception +9, Spellcraft -1, Stealth +10, Swim +6, Use Magic Device -1
Bite (Parrot) +4, 1d3-4, 20/x2 Unarmed Strike +4, 1-4, 20/x2

Boligus Wavecrasher



Chaotic Neutral Male Human Ulfen Sea Reaver (Grand Lodge)

Hailing from the far northern coast, the proud Ulfen barbarian **Boligus Wavecrasher** spent his early years raiding and pillaging villages. After encountering several Pathfinders who teased him for being nothing more than a dumb barbarian, he set out for Absalom on a commandeered ship to join the Grand Lodge and gain knowledge of the world.

Deity: **Besmara**; Age: **19**; Height: **6'4"**; Weight: **200 lbs.**; Eyes: **Brown**; Hair: **Blonde**

ABILITY	SCORE	MODIFIER	TEMPORARY
STR STRENGTH	18	+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

SAVING THROW	TOTAL	BASE	ABILITY	RESIST	MISC	TEMP
FORTITUDE (CONSTITUTION)	+4	= +2	+2			
REFLEX (DEXTERITY)	+2	= 0	+2			
WILL (WISDOM)	0	= 0	0			

AC	TOTAL	ARMOR	SHIELD	DEX	SIZE	NAT.	DEFL.	DODGE	MISC.
(ARMOR CLASS)	18	= +4	+2	+2					

TOUCH AC	12	FLAT-FOOTED AC	16
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CM BONUS	TOTAL	BAB	STRENGTH	SIZE	MISC.
(COMBAT MANUEVERS)	+5	= +1	+4		

CM DEFENSE	TOTAL	BAB	STRENGTH	DEXTERITY	SIZE
(COMBAT MANUEVERS)	17	= 10	+1	+4	+2

HP (HIT POINTS)	14
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BAB	+1	INITIATIVE	+4	SPEED	30'
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DAGGER

Mainhand: +5, 1d4+4 Crit: 19-20/x2
Ranged: +3, 1d4+4 Range: 10' Light, P/S

HEAVY SHIELD BASH

Mainhand: +5 1d4+4 Crit: 20/x2
Both Hands: +5, 1d4+6 1-Hand, B

SKILL NAME	TOTAL	ABILITY	RANKS	TEMP
Acrobatics	+2	DEX (2)	1	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+4	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-2	DEX (2)	-	
Fly	-2	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+9	CHA (0)	1	
Perception	+4	WIS (0)	1	
Profession (Sailor)	+1	WIS (0)	1	
Ride	-2	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	-2	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	+4	STR (0)	1	

FEATS, TRAITS AND FLAWS

Armor Proficiency (Light)
Bully
Intimidating Prowess
Martial Weapon Proficiency - All
Power Attack -1/+2
Reactionary
Shield Proficiency
Simple Weapon Proficiency - All

SPECIAL ABILITIES

Marine Terror (Ex)
Rage (6 rounds/day) (Ex)

EQUIPMENT

Chain Shirt
Heavy Wooden Shield
Dagger
Trident

TRIDENT

Mainhand: +5 1d8+4 Crit: 20/x2
Both Hands: +5, 1d8+6 1-Hand, P, Brace

Ranged: +3, 1d8+4
Ranged, Both Hands: +3, 1d8+6

Samule "Lucky Sam" Seaswift



Chaotic Neutral Male Human Dual-Cursed Oracle (Sczarni)

Pinned under a wooden beam underwater many years ago, the peg-legged **Samule Seaswift** presents himself as the lucky one in any situation. It was during his near death experience that he embraced the sea and became its servant. Prone to cursing in Aquan during a rousing fight, he uses his fellow sailors to smuggle goods for the Sczarni aboard the *Toothless Gar*.

Deity: **Besmara**; Age: **21**; Height: **5'7"**; Weight: **180 lbs.**; Eyes: **Black**; Hair: **Brown**

ABILITY	SCORE	MODIFIER	TEMPORARY	SKILL NAME	TOTAL	ABILITY	RANKS	TEMP
STR STRENGTH	10	0		Acrobatics	+2	DEX (3)	1	
DEX DEXTERITY	16	+3		Appraise	+0	INT (0)	-	
CON CONSTITUTION	10	0		Bluff	+4	CHA (4)	-	
INT INTELLIGENCE	10	0		Climb	-2	STR (0)	-	
WIS WISDOM	10	0		Diplomacy	+4	CHA (4)	-	
CHA CHARISMA	18	+4		Disguise	+4	CHA (4)	-	
				Escape Artist	+1	DEX (3)	-	
				Fly	+1	DEX (3)	-	
				Heal	+0	WIS (0)	-	
				Intimidate	+9	CHA (4)	1	
				Perception	+0	WIS (0)	-	
				Profession (Sailor)	+4	WIS (0)	1	
				Ride	+1	DEX (3)	-	
				Sense Motive	+4	WIS (0)	1	
				Stealth	+1	DEX (3)	-	
				Survival	+0	WIS (0)	-	
				Swim	+3	STR (0)	1	

SAVING THROW	TOTAL	BASE	ABILITY	RESIST	MISC	TEMP
FORTITUDE (CONSTITUTION)	0	=	0	0		
REFLEX (DEXTERITY)	+3	=	0	+3		
WILL (WISDOM)	+2	=	+2	0		

AC	TOTAL	ARMOR	SHIELD	DEX	SIZE	NAT.	DEFL.	DODGE	MISC.
(ARMOR CLASS)	17	=	+4		+3				

TOUCH AC	13	FLAT-FOOTED AC	14
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CM BONUS	TOTAL	BAB	STRENGTH	SIZE	MISC.
(COMBAT MANUEVERS)	0	=			

CM DEFENSE	TOTAL	BAB	STRENGTH	DEXTERITY	SIZE
(COMBAT MANUEVERS)	13	=	10	+3	

HP (HIT POINTS)	9
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BAB	0	INITIATIVE	+3	SPEED	20'
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DAGGER

Mainhand: +3 1d4+1 Crit: 19-20/x2
Ranged: +3, 1d4+1 Range: 10' Light, P/S

RAPIER

Mainhand: +3, 1d6 Crit: 18-20/x2
Both Hands: +3, 1d6 1-Hand, P

FEATS, TRAITS AND FLAWS

Armor Proficiency (Light)
Armor Proficiency (Medium)
Bully
Martial Weapon Proficiency: Rapier
River Rat (Marsh or River)
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Finesse

SPECIAL ABILITIES

Fluid Travel (Walking) (1 hours/day) (Su)
Lame

SPELLS AND POWERS

Oracle (Dual-Cursed Oracle)
Spell DC: 14 + spell level
CL: 1 (vs. SR: +1, Concentration: +5)
Melee Touch +3; Ranged Touch +3

Maximum Oracle spells known / per day: 4/*x0; 2/4x1

Oracle 0:
Resistance (DC 14), Read Magic (DC 14),
Detect Magic, Create Water

Oracle 1:
Cure Light Wounds (DC 15), Obscuring Mist, Cause Fear (DC 15)

Nadal Nadalion

Chaotic Neutral Male Human Pistolero (Qadira)

Tired of life as a sailor on a trading ship, the Mysterious Stranger Qadiran Pistolero **Nadal Nadalion** abandoned ship one evening with an absconded gunpowder pistol and scimitar to find gold and glory on his own. Somehow finding his way onto the *Toothless Gar*, he has pledged his blade and pistol to the service of the captain... as long as the captain is after jewels and coin.



Deity: **Besmara**; Age: **19**; Height: **5'10"**; Weight: **170 lbs.**; Eyes: **Green**; Hair: **Brown**

ABILITY	SCORE	MODIFIER	TEMPORARY
STR STRENGTH	13	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	14	+2	

SKILL NAME	TOTAL	ABILITY	RANKS	TEMP
Acrobatics	+8	DEX (4)	1	
Appraise	+0	INT (0)	-	
Bluff	+6	CHA (2)	1	
Climb	+5	STR (1)	1	
Craft (Alchemy)	+4	INT (0)	1	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	+0	WIS (1)	-	
Intimidate	+3	CHA (2)	1	
Perception	+0	WIS (0)	-	
Profession (Sailor)	+4	WIS (0)	1	
Ride	+4	DEX (4)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+4	DEX (4)	-	
Survival	+0	WIS (0)	-	
Swim	+5	STR (1)	1	

SAVING THROW	TOTAL	BASE	ABILITY	RESIST	MISC	TEMP
FORTITUDE (CONSTITUTION)	+3	= +2	+1			
REFLEX (DEXTERITY)	+7	= +2	+4		+1	
WILL (WISDOM)	0	= 0	0			

AC	TOTAL	ARMOR	SHIELD	DEX	SIZE	NAT.	DEFL.	DODGE	MISC.
AC (ARMOR CLASS)	14	= 0	0	+4					

TOUCH AC	14	FLAT-FOOTED AC	10
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CM BONUS	TOTAL	BAB	STRENGTH	SIZE	MISC.
CM BONUS (COMBAT MANUEVERS)	+2	= +1	+1		

CM DEFENSE	TOTAL	BAB	STRENGTH	DEXTERITY	SIZE
CM DEFENSE (COMBAT MANUEVERS)	16	= 10 +	+1	+1	+4

HP (HIT POINTS)	11
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BAB	+1	INITIATIVE	+4	SPEED	30'
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DAGGER

Mainhand: +2, 1d4+1 Crit: 19-20/x2
Ranged: +5, 1d4+1 Range: 10' Light, P/S

PISTOL

Ranged: +5 1d8 Crit: 20/x4
Ranged, Both Hands: +5, 1d8 1-Hand, B/P

FEATS, TRAITS AND FLAWS

Armor Proficiency (Light)
Bully
Deft Dodger
Exotic Weapon Proficiency (One-Handed Firearms)
Gunsmithing
Martial Weapon Proficiency - All
Point Blank Shot
Rapid Reload: Pistol
Simple Weapon Proficiency - All

SPECIAL ABILITIES

Deeds
Focused Aim (+2)
Grit (Ex)
Gunslinger's Dodge (Ex)
Up Close and Deadly +1d6

EQUIPMENT

Alchemical Cartridge Paper
Dagger
Pistol
Scimitar
Studded Leather

SCIMITAR

Mainhand: +2 1d6+1 Crit: 18-20/x2
Both Hands: +2, 1d6+1 1-Hand, B/P

Romanesque the Bold

Neutral Male Human Bandit / Pirate - (Taldor)



A dashing and well-dressed youth from Taldor, **Romanesque** left his 'boring' hometown for the exciting and chaotic life as a pirate. Using his deft skills with a rapier in one hand and a dagger in the other, he is nothing but a bold combatant as he sails the Inner Sea aboard the *Toothless Gar*.

Deity: **Besmara**; Age: **18**; Height: **5'7"**; Weight: **175 lbs.**; Eyes: **Brown**; Hair: **Blonde**

ABILITY	SCORE	MODIFIER	TEMPORARY
STR STRENGTH	12	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

SAVING THROW	TOTAL	BASE	ABILITY	RESIST	MISC	TEMP
FORTITUDE (CONSTITUTION)	+3	= +2	+1			
REFLEX (DEXTERITY)	+7	= +2	+4	+1		
WILL (WISDOM)	+0	= 0	0			

AC	TOTAL	ARMOR	SHIELD	DEX	SIZE	NAT.	DEFL.	DODGE	MISC.
(ARMOR CLASS)	17	= +3	0	+4					

TOUCH AC	14	FLAT-FOOTED AC	13
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CM BONUS	TOTAL	BAB	STRENGTH	SIZE	MISC.
(COMBAT MANUEVERS)	+1	= +1			

CM DEFENSE	TOTAL	BAB	STRENGTH	DEXTERITY	SIZE
(COMBAT MANUEVERS)	15	= 10	-	+1	+4

HP (HIT POINTS)	9
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BAB	0	INITIATIVE	+4	SPEED	30'
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DAGGER

Mainhand: +2, 1d4+1 Crit: 19-20/x2
Ranged w/ Light Off.: +2, 1d4+1 Range: 10' Light, P/S

RAPIER

Offhand: +0, 1d6 Crit: 18-20/x2
Both Hands: +5, 1d4+6 1-Hand, P

SKILL NAME	TOTAL	ABILITY	RANKS	TEMP
Acrobatics	+9	DEX (4)	1	
Appraise	+5	INT (1)	1	
Bluff	+5	CHA (1)	1	
Climb	+6	STR (1)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+7	DEX (4)	1	
Fly	+3	DEX (4)	-	
Heal	+1	WIS (0)	-	
Intimidate	+5	CHA (1)	1	
Perception	+5	WIS (1)	1	
Profession (Sailor)	+5	WIS (1)	1	
Ride	+3	DEX (4)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+7	DEX (4)	1	
Stealth	+3	DEX (4)	-	
Survival	+1	WIS (1)	-	
Swim	+6	STR (1)	1	
Use Magic Device	+5	CHA (1)	1	

FEATS, TRAITS AND FLAWS

Armor Proficiency (Light)
Charming
Expert Duelist
Rogue Weapon Proficiencies
Sea Legs
Simple Weapon Proficiency - All
Two-Weapon Fighting
Weapon Finesse

SPECIAL ABILITIES

Sneak Attack +1d6

EQUIPMENT

Dagger
Rapier
Studded Leather