Combat Table

Listed below are the key combat stats for each NPC and the sea scourges. This chart is designed for the GM to be able to keep track of initiative and damage.

NPC	Init. Bonus	Init. Rolled	Attacks/Damage	Special	AC	Hit Points	Damage Taken
Selene, Fenn's Lover	+6		dagger +2 melee/1d4 fine cutlass +3 melee/1d6+1	Sneak Attack +2d6, Evasion, Uncanny Dodge, Toughness Dodge, Improved Initiative	12	15 hp	
Captain Fenn	+3		dagger +4 melee/1d4+1 fine cutlass +5 melee/1d6+2	Improved Initiative	9	20 hp	
Undead Captain Fenn	*+2*		*dagger +5 melee/1d4+2* *fine cutlass +6 melee/1d6+3* *slam +5/1d6+2*	*Improved Initiative, Undead, Create Spawn, Toughness*	*10*	*31 hp*	
First Mate Huxley	+2		dagger +3 melee/1d4+2 cutlass +3 melee/1d6+2	Toughness, Endurance	12	13 hp	
Old Pete, the Lookout	+1		dagger +2 melee/1d4-1 shortbow +3 ranged/1d6	Alertness	11	23 hp	
Vincenz, the Prisoner	+0		punch +1 melee/1d3	Toughness, Spell Mastery: *sleep, burning hands*	10	17 hp	
Wendt, Ship's Cook	+0		butcher knife +1 melee/1d4+1	Great Fortitude	10	5 hp	
Tomas, the Navigator	+0		dagger +0 melee/1d4	Iron Will	10	4 hp	
Generic Sailors (10)							
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
	+0		dagger +1 melee/1d4+1 cutlass +1 melee/1d6+1	Improved Unarmed Strike	10	4 hp	
Dert, the Cabinboy	+0		dagger -2 melee/1d4-2	none	10	2 hp	
Crewman Ox	-1		light hammer +3 melee/1d4+3 cutlass +3 melee/1d6+3	none	9	12 hp	
Sea Scourges (15 to start + fallen NPCs)							
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	
	-1		slam +2 melee/1d6+2 cutlass +2 melee/1d6+2	Toughness	12	7 hp	