

**GORIK, FIRST MATE****CR 7****XP 3,200**

Male wight rogue 2/fighter 2

NE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; Perception +17

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**DEFENSE**

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**AC** 22, touch 14, flat-footed 18 (+4 armor, +3 Dex, +1 dodge, +4 natural)**hp** 72 (8 HD; 6d8+2d10+34)**Fort** +8, **Ref** +7, **Will** +5**Defensive Abilities** evasion; **Immune** undead traits**Weaknesses** resurrection vulnerability

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**OFFENSE**

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**Speed** 30 ft.**Melee** scimitar +11/+6 (1d6+4/18-20) or slam +9 (1d4+3 plus energy drain)**Special Attacks** create spawn, energy drain (1 level, DC 18), rouge talent (surprise attack), sneak attack 1d6

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**STATISTICS**

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**Str** 16, **Dex** 16, **Con** —, **Int** 13, **Wis** 13, **Cha** 18**Base Atk** +6; **CMB** +9; **CMD** 22**Feats** Alertness, Blind-Fight, Dodge, Skill Focus (Perception), Stealthy, Weapon Focus (scimitar)**Skills** Escape Artist +10, Intimidate +12, Knowledge (religion) +10, Perception +17, Profession (sailor) +15, Sense Motive +8, Stealth +22, Swim +12; **Racial Modifier** +8 Stealth**Languages** Common**SQ** create spawn, trapfinding**Gear** +1 scimitar, +1 studded leather armor, ring of the sailor