

Finn

Male rimesoul (frost undine) telekineticist 5/unchained rogue (knife master) 5/gestalt 5 - CL5 - CR 14
 Chaotic Neutral Outsider (Aquatic, Native); Deity: **Calistria**;
 Age: **74**; Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	15	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+4	+3	+1			
REFLEX (DEXTERITY)	+9 =	+4	+4	+1			
WILL (WISDOM)	+3 =	+1	+1	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 = 10	+3		+4				+1	

Touch AC 15 **Flat-Footed AC** 14

Blade Sense: +1 dodge bonus vs. attacks made with light blades

CM Bonus	BAB	Strength	Size	Misc
+4 =	+3	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
19 = 10	+3	+1	+4	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+3	HP	60
Initiative	+4	Damage / Current HP	
Speed	30 ft		

Leather armor

+3

Max Dex: +6, Armor Check: -
 Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+12	DEX (4)	5	
Slippery Step: +2 trait bonus on checks on wet surfaces or in wet terrain, including bogs, standing or running water, or a storm-tossed ship.				
Appraise	+7	INT (2)	2	
Bluff	-1	CHA (-1)	-	
Climb	+8	STR (1)	4	
Slippery Step: +2 trait bonus on checks on wet surfaces or in wet terrain, including bogs, standing or running water, or a storm-tossed ship.				
Diplomacy	+6	CHA (-1)	4	
Disable Device	+14	DEX (4)	5	
Disguise	-1	CHA (-1)	-	
Flesh Chameleon: +4 to appear human				
Escape Artist	+12	DEX (4)	5	
Fly	+4	DEX (4)	-	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (local)	+7	INT (2)	2	
Perception	+9	WIS (1)	5	
Profession (sailor)	+6	WIS (1)	2	
Profession (siege engineer)	+5	WIS (1)	1	
Ride	+4	DEX (4)	-	
Sense Motive	+7	WIS (1)	3	
Sleight of Hand	+10	DEX (4)	3	
Hidden Blade: +2 to conceal a light blade				
Stealth	+12	DEX (4)	5	
Survival	+1	WIS (1)	-	
Swim	+14	STR (1)	2	
Use Magic Device	+4	CHA (-1)	2	

Activated Abilities & Adjustments

Point-Blank Shot
Sneak Attack (Unchained) +3d4/+3d8: Add Damage

Feats

Armor Proficiency (Light)
Point-Blank Shot
Precise Shot
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Two-Weapon Fighting
Weapon Finesse
Weapon Focus (Dagger)
Weapon Focus (Kineticist Blast)

Traits

Dockside Brawler
Slippery Step

+1 dagger

Main hand: **+9, 1d4+5 plus 3d8 sneak attack**
Main w/ offhand: **+5, 1d4+5 plus 3d8 sneak attack**
Main w/ light off: **+7, 1d4+5 plus 3d8 sneak attack**
Offhand: **+7, 1d4+3 plus 3d8 sneak attack**
Ranged: **+10, 1d4+3 plus 3d8 sneak attack**
Ranged w/ offhand: **+6, 1d4+3 plus 3d8 sneak attack**
Ranged w/ light off: **+8, 1d4+3 plus 3d8 sneak attack**
Ranged offhand: **+8, 1d4+2 plus 3d8 sneak attack**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Brass knuckles

Main hand: **+7, 1d3+2 plus 3d4 sneak attack**
Main w/ offhand: **+3, 1d3+2 plus 3d4 sneak attack**
Main w/ light off: **+5, 1d3+2 plus 3d4 sneak attack**
Offhand: **+5, 1d3+1 plus 3d4 sneak attack**

Crit: x2
Light, B, Monk

Experience & Wealth

Current Cash: **263 gp**

Brass knuckles

Main hand: **+7, 1d3+2 plus 3d4 sneak attack**
Main w/ offhand: **+3, 1d3+2 plus 3d4 sneak attack**
Main w/ light off: **+5, 1d3+2 plus 3d4 sneak attack**
Offhand: **+5, 1d3+1 plus 3d4 sneak attack**

Crit: x2
Light, B, Monk

Dagger

Main hand: **+8, 1d4+4 plus 3d8 sneak attack**
Main w/ offhand: **+4, 1d4+4 plus 3d8 sneak attack**
Main w/ light off: **+6, 1d4+4 plus 3d8 sneak attack**
Offhand: **+6, 1d4+2 plus 3d8 sneak attack**
Ranged: **+9, 1d4+2 plus 3d8 sneak attack**
Ranged w/ offhand: **+5, 1d4+2 plus 3d8 sneak attack**
Ranged w/ light off: **+7, 1d4+2 plus 3d8 sneak attack**
Ranged offhand: **+7, 1d4+1 plus 3d8 sneak attack**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Dagger

Main hand: **+8, 1d4+4 plus 3d8 sneak attack**
Main w/ offhand: **+4, 1d4+4 plus 3d8 sneak attack**
Main w/ light off: **+6, 1d4+4 plus 3d8 sneak attack**
Offhand: **+6, 1d4+2 plus 3d8 sneak attack**
Ranged: **+9, 1d4+2 plus 3d8 sneak attack**
Ranged w/ offhand: **+5, 1d4+2 plus 3d8 sneak attack**
Ranged w/ light off: **+7, 1d4+2 plus 3d8 sneak attack**
Ranged offhand: **+7, 1d4+1 plus 3d8 sneak attack**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Validation Report

Validation Report (0 issues): Nothing identified

Dagger

Main hand: **+8, 1d4+4 plus 3d8 sneak attack** Crit: 19-20/x2
 Rng: 10'
 Light, P/S

Main w/ offhand: **+4, 1d4+4 plus 3d8 sneak attack**

Main w/ light off: **+6, 1d4+4 plus 3d8 sneak attack**

Offhand: **+6, 1d4+2 plus 3d8 sneak attack**

Ranged: **+9, 1d4+2 plus 3d8 sneak attack**

Ranged w/ offhand: **+5, 1d4+2 plus 3d8 sneak attack**

Ranged w/ light off: **+7, 1d4+2 plus 3d8 sneak attack**

Ranged offhand: **+7, 1d4+1 plus 3d8 sneak attack**

Grappling hook

Ranged: **+4, 1d6+2 plus 3d4 sneak attack** Crit: x2
 Rng: 10'
 1-hand, P, Grapple

Ranged, both hands: **+4, 1d6+2 plus 3d4 sneak attack**

Ranged w/ offhand: **+0, 1d6+2 plus 3d4 sneak attack**

Ranged w/ light off: **+2, 1d6+2 plus 3d4 sneak attack**

Ranged offhand: **+0, 1d6+1 plus 3d4 sneak attack**

Heavy crossbow

Ranged: **+4, 1d10+1 plus 3d4 sneak attack** Crit: 19-20/x2
 Rng: 120'
 2-hand, P

Ranged, both hands: **+8, 1d10+1 plus 3d4 sneak attack**

Ranged w/ offhand: **+0, 1d10+1 plus 3d4 sneak attack**

Ranged w/ light off: **+2, 1d10+1 plus 3d4 sneak attack**

Ranged offhand: **+0, 1d10+1 plus 3d4 sneak attack**

Short sword

Main hand: **+7, 1d6+1 plus 3d4 sneak attack** Crit: 19-20/x2
 Light, P

Main w/ offhand: **+3, 1d6+1 plus 3d4 sneak attack**

Main w/ light off: **+5, 1d6+1 plus 3d4 sneak attack**

Offhand: **+5, 1d6 plus 3d4 sneak attack**

Telekinetic Blast (Sp)

Ranged: **+9, 3d6+7** Crit: x2
 Rng: 30'
 B/P/S

Unarmed strike

Main hand: **+7, 1d3+1 nonlethal plus 3d4 sneak attack** Crit: x2
 Light, B, Nonlethal

Main w/ offhand: **+3, 1d3+1 nonlethal plus 3d4 sneak attack**

Main w/ light off: **+5, 1d3+1 nonlethal plus 3d4 sneak attack**

Offhand: **+5, 1d3 nonlethal plus 3d4 sneak attack**

Gear

Total Weight Carried: 102.5/130 lbs, Encumbrance Ignored (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+1 dagger	1 lb
Alchemist's fire	1 lb
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Brass knuckles	1 lb
Brass knuckles	1 lb
Caltrops	2 lbs
Chalk x10	-
Dagger	1 lb
Dagger	1 lb
Dagger	1 lb
Flint and steel	-
Grappling hook	14 lbs
Grappling hook	4 lbs
Heavy crossbow	8 lbs
Leather armor	15 lbs
Mess kit	1 lb
Mirror	0.5 lbs
Money	-
Piton x10	0.5 lbs
Pot	4 lbs
Rope	10 lbs
Short sword	2 lbs
Soap	0.5 lbs
Thieves' tools	1 lb
Thieves' tools, masterwork	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Amphibious (Ex)
 Basic Telekinesis (At will) (Sp)
 Blade Sense +1 (Ex)

Special Abilities

Bowling Infusion
Burn 1/round (5 nonlethal/burn, 6/day)
Darkvision (60 feet)
Debilitating Injury: Bewildered -2/-4 (Ex)
Debilitating Injury: Disoriented -2/-4 (Ex)
Debilitating Injury: Hampered (Ex)
Elemental Overflow (Ex)
Evasion (Ex)
Extended Range
Flesh Chameleon
Force Ward (5 hp +2 hp/burn) (Su)
Gather Power (Su)
Hidden Blade +2
Infusion Specialization 1 (Ex)
Kinetic Blade (Light Weapon)
Kinetic Blast (Sp)
Metakinesis (1 burn: Empower) (Su)
Metakinesis (Su)
Sneak Attack (Unchained) +3d4/+3d8
Swim (30 feet)
Telekinetic Blast (Sp)
Telekinetic Finesse (Sp)
Telekinetic Haul (Sp)
Uncanny Dodge (Ex)

Spell-Like Abilities

Chill Touch (1/day)

Tracked Resources

+1 dagger
Alchemist's fire
Armor Attunement (1/day)
Burn 1/round (5 nonlethal/burn, 6/day)
Dagger
Dagger
Dagger
Grappling hook
Torch
Trail rations
Weapon Attunement (1/day)

Languages

Aquan
Auran

Common
Elven

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Brass knuckles (weapon)
- **Advanced Race Guide** - Amphibious (alternate racial trait); Flesh Chameleon (alternate racial trait)
- **Advanced Race Guide / Bestiary 2 / Blood of the Elements / Inner Sea Races** - Undine (race)
- **Gestalt Variant Core** - Gestalt (class)
- **Occult Adventures** - Aether (special ability); Bowling Infusion (special ability); Extended Range (special ability); Force Ward (equipment); Kinetic Blade (special ability); Kineticist (class); Telekinetic Blast (special ability); Telekinetic Finesse (special ability); Telekinetic Haul (special ability)
- **People of the Sands** - Slippery Step (trait)
- **Pirates of the Inner Sea / Skull & Shackles** - Grappling hook (weapon)
- **Plane-Hopper's Handbook** - Rimesoul (Frost Undine) (race option)
- **Skull & Shackles** - Dockside Brawler (trait)
- **Ultimate Combat** - Knife Master (archetype)
- **Ultimate Equipment** - Mess kit (equipment)
- **Unchained Classes** - Rogue (Unchained) (class)