

Kasmira de la Torre

Female human gunslinger (pistolero) 5/unchained rogue (shadow scion) 5/gestalt 5 - CL5 - CR 14
 Chaotic Neutral Humanoid (Human); Deity: **Besmara**; Age: 18; Height: 5' 4"; Weight: 140 lb.; Eyes: Brown; Hair: Brown; Skin: Tan



Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	16	+3	
CHA CHARISMA	10	0	

Saving Throw Total Base Ability Resist Misc Temp Notes
FORTITUDE (CONSTITUTION) +7 = +4 +2 +1 [] []

Black Powder Fortune: +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm

REFLEX (DEXTERITY) +9 = +4 +4 +1 [] []

Danger Sense: +1 bonus vs. traps, **Black Powder Fortune:** +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm

WILL (WISDOM) +5 = +1 +3 +1 [] []

Black Powder Fortune: +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm

Total Armor Shield Dex Size Natur Deflec Dodge Misc
AC 18 = 10 +2 [] +4 [] +1 +1 []

Touch AC 16 **Flat-Footed AC** 13

Danger Sense: +1 bonus vs. traps
 BAB Dexterity Size Misc

CM Bonus +9 = +5 +4 - -

CM Defense 21 = 10 +5 +0 +4 -

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

Base Attack +5 **HP** 65

Damage / Current HP

Initiative +6

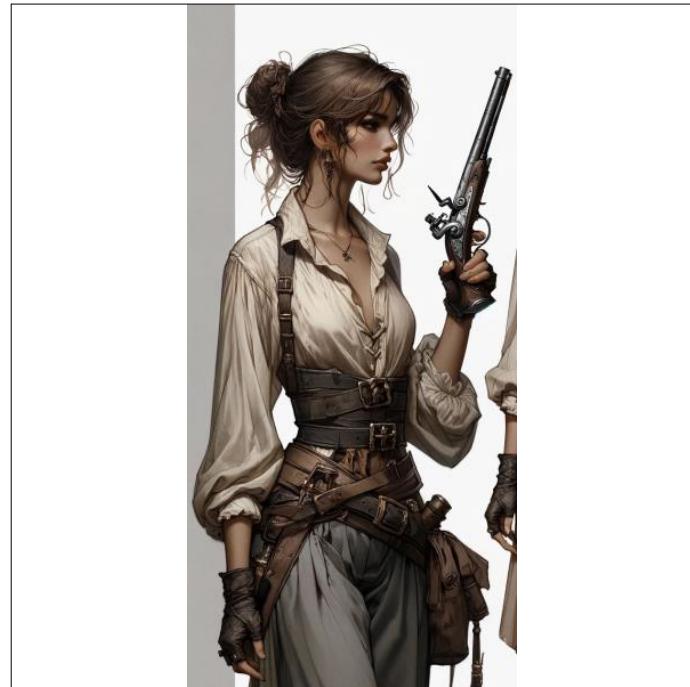
Speed 30 ft

Blade boot

Main hand: +9, 1d4 plus 3d6 sneak attack Crit: x2 Light, P

Leather armor

+2 Max Dex: +6, Armor Check: - Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (4)	4	
Appraise	+7	INT (1)	2	
Bluff	+0	CHA (0)	-	
Climb	+8	STR (0)	5	
Craft (firearms)	+6	INT (1)	2	
Diplomacy	+0	CHA (0)	-	
Disable Device	+12	DEX (4)	5	
Disguise	+0	CHA (0)	-	
Escape Artist	+10	DEX (4)	3	
Fly	+4	DEX (4)	-	
Heal	+3	WIS (3)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (local)	+5	INT (1)	1	
Knowledge (nature)	+2	INT (1)	1	
Perception	+10	WIS (3)	4	
<i>Spyglass: only -1/20' while using a spyglass, instead of -1/10'. Danger Sense: +1 bonus to avoid being surprised by a foe</i>				
Profession (sailor)	+13	WIS (3)	5	
Ride	+4	DEX (4)	-	
Sense Motive	+3	WIS (3)	-	
Sleight of Hand	+11	DEX (4)	4	
Stealth	+11	DEX (4)	4	
<i>Shadow Dweller: +3 competence bonus in dim light and darkness</i>				
Survival	+11	WIS (3)	5	
Swim	+10	STR (0)	5	

Activated Abilities & Adjustments
 Point-Blank Shot
 Sneak Attack (Unchained) +3d6: Add Damage

Activated Abilities & Adjustments

Weapon Attacks: Full Attack - ALL

Feats

Agile Maneuvers

Use DEX instead of STR for CMB

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Blind-Fight

Re-roll misses because of concealment, other benefits.

Exotic Weapon Proficiency (One-Handed Firearms)

You make attack rolls with the weapon normally.

Gunsmithing

You can use a gunsmithing kit to craft/repair firearms and ammo.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Quick Draw

Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

Ricochet Shot Deed

You can fire a shot at a wall, or piece of solid terrain, and have it ricochet off it. When you do, you can use the square immediately in front of the wall or piece of solid terrain to determine line of sight to a target, and this square is considered the new

Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Traits

Black Powder Fortune

When wielding a firearm, +2 to saves vs. curse, fear, and emotion effects.

Eye for Plunder

+1 to Perception to find concealed/secret objects (including doors/traps).

Dagger

Main hand: **+9, 1d4 plus 3d6 sneak attack** Crit: 19-20/x2 Rng: 10' Light, P/S

Ranged: **+10, 1d4+1 plus 3d6 sneak attack**

Heavy crossbow

Ranged: **+6, 1d10+1 plus 3d6 sneak attack** Crit: 19-20/x2 Rng: 120'

Ranged, both hands: **+10, 1d10+1 plus 3d6 sneak attack**

Masterwork dagger

Main hand: **+10, 1d4 plus 3d6 sneak attack** Crit: 19-20/x2 Rng: 10' Light, P/S

Ranged: **+11, 1d4+1 plus 3d6 sneak attack**

Experience & Wealth

Current Cash: 413 gp

Pistol

Ranged: **+10, 1d8+5 plus 3d6 sneak attack** Crit: x4 Rng: 20' 1-hand, B/P

Ranged, both hands: **+10, 1d8+5 plus 3d6 sneak attack**

Rapier

Main hand: **+9, 1d6+4 plus 3d6 sneak attack** Crit: 18-20/x2 1-hand, P

Both hands: **+9, 1d6+4 plus 3d6 sneak attack**

Sap

Main hand: **+9, 1d6 nonlethal plus 3d6 sneak attack** Crit: x2 Light, B, Nonlethal

Unarmed strike

Main hand: **+9, 1d3 nonlethal plus 3d6 sneak attack** Crit: x2 Light, B, Nonlethal

Gear

Total Weight Carried: 65/100 lbs, Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Adventurer's sash (empty)	3 lbs
Alchemical cartridge (paper)	-
Backpack (empty)	2 lbs
Bell	-
Belt pouch (empty)	0.5 lbs
Besmara's tricorne (1/day)	1 lb
Blade boot	2 lbs
Canteen	1 lb
Cards	1 lb
Chalk x5	-
Dagger	1 lb
Dice	-
Firearm oil (20 uses)	1 lb
Flint and steel	-
Fuel pellet x10	-
Gunsmith's kit	2 lbs
Gunsmith's kit	2 lbs
Heavy crossbow	8 lbs
Leather armor	15 lbs
Masterwork dagger	1 lb
Mirror	0.5 lbs
Money	-
Pickpocket's outfit (Free)	-
Pistol	4 lbs
Potion of cure moderate wounds	-
Powder	0.5 lbs
Powder horn (empty)	1 lb
Rapier	2 lbs
Rope	10 lbs
Sap	2 lbs
Sewing needle	-

Gear

Total Weight Carried: 65/100 lbs, Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Shackles of compliance (3/day)	2 lbs
Soap	0.5 lbs
Spyglass	1 lb
Thieves' tools	1 lb

Special Abilities

Danger Sense +1 (Ex)

At 3rd level, this class gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1

Darkvision (50 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal

Debilitating Injury: Bewildered -2/-4 (Ex)

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

Debilitating Injury: Disoriented -2/-4 (Ex)

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

Debilitating Injury: Hampered (Ex)

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

Deed: Gunslinger Initiative (Ex)

At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm

Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)

At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the

Deed: Pistol-Whip (Ex)

At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and

Deed: Quick Clear (Ex)

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this

Deed: Up Close and Deadly +2d6 (Ex)

At 1st level, when the pistolero hits a target with a one-handed firearm that is not making a scatter shot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the target, dealing half

Deed: Utility Shot (Ex)

At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing the

Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Grit (Ex)

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks.

Pistol Training (+4, misfire value -2) (Ex)

Starting at 5th level, a pistolero increases her skill with one-handed firearms. She gains a bonus on damage rolls equal to her Dexterity modifier, and when she misfires with a one-handed firearm, the misfire value increases by 2 instead of 4.

Shadow Duplicate (5 rounds, 2/day) (Sp)

Once per day as an immediate action when the rogue is hit, the rogue can create a single shadow duplicate of herself, as per *mirror image*. The GM randomly determines whether the attack hit the rogue or the shadow duplicate. The shadow

Special Abilities

Sneak Attack (Unchained) +3d6

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Uncanny Dodge (Ex)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized.

Tracked Resources

Alchemical cartridge (paper)

Armor Attunement (1/day)

Besmara's tricorne (1/day)

Dagger

Firearm oil (20 uses)

Fuel pellet

Grit Pool (3/day)

Masterwork dagger

Potion of cure moderate wounds

Shackles of compliance (3/day)

Shadow Duplicate (5 rounds, 2/day) (Sp)

Weapon Attunement (1/day)

Languages

Common

Dwarven

History

Homeland: City or Metropolis

Parents: Both Alive

Siblings: 1 Biological

Circumstance of Birth: Middle-Class

Parent's Profession: Sailors

Childhood: First Kill

Influential Associate: The Relative

Moral Conflict: Petty Crime: 1

Subject: Family member: 0

Motivation: Justice: 1

Resolution: No Guilt: 2

Romantic Relationships: No Experience

Companions: Family or close as family - close

Companions: Friend of a friend

Companions: From the same hometown or region

Drawback: Family

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide / Seekers of Secrets / Ultimate Equipment** - Powder (equipment)
- **Adventurer's Armory** - Blade boot (weapon)
- **Adventurer's Armory 2 / Seekers of Secrets** - Adventurer's sash (equipment)
- **Blood of Shadows** - Shadow Duplicate (special ability)
- **Gestalt Variant Core** - Gestalt (class)
- **Inner Sea Gods / Skull & Shackles** - Besmara's tricorne (equipment)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Pistol (weapon); Powder horn (equipment)
- **Legacy of the First World** - Shadow Scion (archetype)
- **People of the Sands** - Fuel pellet (equipment)
- **People of the Wastes** - Firearm oil (equipment)
- **Skull & Shackles** - Eye for Plunder (trait)
- **Skull & Shackles / Ultimate Equipment** - Shackles of compliance (equipment)
- **Ultimate Campaign** - Black Powder Fortune (trait)
- **Ultimate Combat** - Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat); Pistolero (archetype); Ricochet Shot Deed (feat)
- **Ultimate Combat / Ultimate Equipment** - Alchemical cartridge (paper) (weapon)
- **Ultimate Equipment** - Canteen (equipment); Cards (equipment); Dice (equipment)
- **Unchained Classes** - Rogue (Unchained) (class)