

Varen Galashantar



Male aquatic elf gunslinger (musket master) 3/magus (eldritch archer) 5/slayer (sniper) 2/gestalt 5 - CL5 - CR 14

Chaotic Neutral Humanoid (Aquatic, Elf); Deity: **Gozreh**;
Age: **124**; Height: **6' 1"**; Weight: **117 lb.**; Eyes: **Green**; Hair: **Green**; Skin: **Tanned**

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	17	+3	
WIS WISDOM	15	+2	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+6	+1	+1		

Elven Immunities: +2 vs. enchantments

REFLEX (DEXTERITY)	+10	=	+6	+3	+1		
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Elven Immunities: +2 vs. enchantments

WILL (WISDOM)	+7	=	+4	+2	+1		
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Elven Immunities: +2 vs. enchantments

Elven Immunities

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

Touch AC	15	Flat-Footed AC	14
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CM Bonus	+5	=	+5	+0	-	-
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	20	=	10	+5	+0	+3	-
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Base Attack	+5	HP	60
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Surfacer Antagonist: +1 vs humans

Initiative	+5	Damage / Current HP
Speed	30 ft	

+1 musket

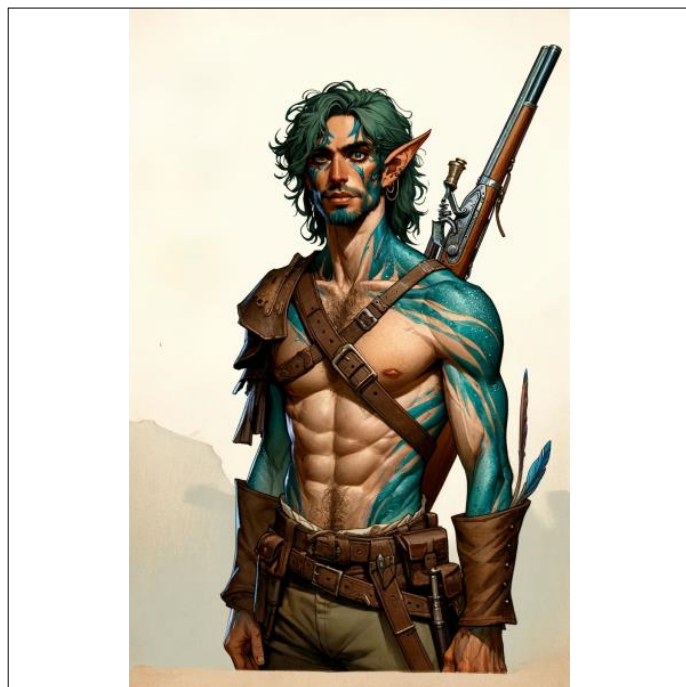
Ranged: **+5, 1d12+1** Crit: $\times 4$
Ranged, both hands: **+9, 1d12+1** Rng: 40'
2-hand, B/P

Surfacer Antagonist: +1 vs humans

Grappling hook

Ranged: **+4, 1d6** Crit: $\times 2$
Ranged, both hands: **+4, 1d6** Rng: 10'
1-hand, P, Grapple

Surfacer Antagonist: +1 vs humans



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (3)	2	
Appraise	+3	INT (3)	-	
Bluff	+4	CHA (0)	1	
Climb	+4	STR (0)	1	
Craft (alchemy)	+9	INT (3)	3	
Craft (firearms)	+9	INT (3)	3	
Diplomacy	+1	CHA (0)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (3)	1	
Fly	+3	DEX (3)	-	
Heal	+7	WIS (2)	2	
Intimidate	+4	CHA (0)	1	
Knowledge (arcana)	+7	INT (3)	1	
Knowledge (engineering)	+7	INT (3)	1	
Knowledge (geography)	+7	INT (3)	1	
Knowledge (local)	+7	INT (3)	1	
Knowledge (nature)	+4	INT (3)	1	
Knowledge (planes)	+7	INT (3)	1	
Perception	+13	WIS (2)	5	
Perform (oratory)	+0	CHA (0)	-	
Profession (sailor)	+7	WIS (2)	1	
Profession (siege engineer)	+6	WIS (2)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+6	WIS (2)	1	
Sleight of Hand	+7	DEX (3)	1	
Spellcraft	+7	INT (3)	1	
Stealth	+8	DEX (3)	2	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Survival	+8	WIS (2)	3	
Swim	+13	STR (0)	2	
Use Magic Device	+1	CHA (0)	1	

Activated Abilities & Adjustments

Weapon Attacks: Full Attack - Select

Feats	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Deadly Aim -2/+4	
Elven Weapon Proficiencies	
Eschew Materials	
Exotic Weapon Proficiency (Two-Handed Firearms)	
Gunsmithing	
Martial Weapon Proficiency - All	
Point-Blank Shot	
Rapid Reload (Musket)	
Rapid Shot	
Shield Proficiency	
Simple Weapon Proficiency - All	

Traits	
Besmara's Blessing (1/week)	
River Sniper	

Masterwork cutlass	
Main hand: +6, 1d6	Crit: 18-20/x2
Both hands: +6, 1d6	1-hand, S
Surfacer Antagonist: +1 vs humans	

Masterwork dagger	
Main hand: +6, 1d4	Crit: 19-20/x2
Ranged: +9, 1d4	Rng: 10' Light, P/S
Surfacer Antagonist: +1 vs humans	

Masterwork silver dagger	
Main hand: +6, 1d4-1	Crit: 19-20/x2
Ranged: +9, 1d4-1	Rng: 10' Light, P/S
Surfacer Antagonist: +1 vs humans	

Tidewater Cutlass	
Main hand: +6, 1d6	Crit: 18-20/x2
Both hands: +6, 1d6	1-hand, S
Surfacer Antagonist: +1 vs humans	

Unarmed strike	
Main hand: +5, 1d3 nonlethal	Crit: x2
Light, B, Nonlethal	
Surfacer Antagonist: +1 vs humans	

Experience & Wealth	
Current Cash:	463 gp

Leather armor	
+3	Max Dex: +6, Armor Check: - Spell Fail: 10%, Light

Gear	
Total Weight Carried: 100/115 lbs, Encumbrance Ignored (Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)	
+1 musket	9 lbs
Alchemical cartridge (paper)	-
Alchemist's fire	1 lb
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Beneficial bandolier (empty)	2 lbs
Flint and steel	-
Grappling hook	14 lbs
Gunsmith's kit	2 lbs
Ink, black	-
Inkpen	-
Leather armor	15 lbs
Masterwork cutlass	4 lbs
Masterwork dagger	1 lb
Masterwork silver dagger	1 lb
Mess kit	1 lb
Money	-
Pot	4 lbs
Powder horn (empty)	1 lb
Reagent, black powder	-
Reagent, phosphorus	-
Rope	10 lbs
Soap	0.5 lbs
Spell component pouch x2	2 lbs
Tidewater Cutlass	4 lbs
Tindertwig x2	-
Torch x10	1 lb
Trail rations x5	1 lb
Wand of mirror image (23 charges)	-
Waterskin	4 lbs

Special Abilities	
Accuracy (Ex)	
Amphibious (Ex)	
Aquatic Mastery	
Arcane Pool +2 (5/day) (Su)	
Deadly Sniper +2 (Ex)	
Deed: Deadeye (Ex)	
Deed: Fast Musket (Ex)	
Deed: Gunslinger Initiative (Ex)	

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Weapon Attacks: Full Attack - Select: +1 musket

Special Abilities

Deed: Pistol-Whip (Ex)
Deed: Quick Clear (Ex)
Deed: Steady Aim (Ex)
Grit (Ex)
Low-Light Vision
Ranged Spell Combat (Ex)
Ranged Spellstrike (Su)
Ranged Weapon Bond (+1 musket) (Ex)
[N/A] Seaborne
Spell Combat (Ex)
Spell Recall (Su)
Spellstrike (Su)
Studied Target +1 (move action, 1 at a time) (Ex)
Surfacer Antagonist
Swim (30 feet)
Wand Wielder (Su)
Water Breathing

Tracked Resources

Alchemical cartridge (paper)	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/>
Arcane Pool +2 (5/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Armor Attunement (1/day)	<input type="checkbox"/>
Besmara's Blessing (1/week)	<input type="checkbox"/>
Grappling hook	<input type="checkbox"/>
Grit Pool (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Masterwork dagger	<input type="checkbox"/>
Masterwork silver dagger	<input type="checkbox"/>
Reagent, black powder	<input type="checkbox"/>
Reagent, phosphorus	<input type="checkbox"/>
Studied Target +1 (move action, 1 at a time) (Ex)	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of mirror image (23 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Weapon Attunement (1/day)	<input type="checkbox"/>

Languages

Aquan
Common
Draconic
Elven
Sylvan

Spells & Powers

Magus (Eldritch Archer) spells memorized (CL 5th; concentration +8)

Melee Touch +5 **Ranged Touch** +8

2nd—*acid arrow*, *acid arrow*, *scorching ray*

1st—*burning hands* (DC 14), *shield*, *snowball*^{JW}, *snowball*^{JW}, *windy escape*^{ARG}

0th (at will)—*acid splash*, *daze* (DC 13), *light*, *prestidigitation*, *read magic*

History

Homeland: Unusual Homeland (Sea)
Parents: Both Dead
Siblings: None
Circumstance of Birth: Marked by the Gods
Parent's Profession: Tradespeople
Childhood: Magical Gift
Influential Associate: The Seer
Moral Conflict: Minor Theft: 2
Theme: Magic Scarred (Tragic)

Sourcebooks Used

- **Advanced Class Guide** - Slayer (class); Sniper (archetype)
- **Advanced Race Guide** - Undine weaponshaft (item power); Windy Escape (spell)
- **Adventurer's Armory 2 / Pirates of the Inner Sea / Skull & Shackles / Villain Codex** - Cutlass (weapon); Cutlass (weapon)
- **Alchemy Manual** - Reagent, black powder (equipment); Reagent, phosphorus (equipment)
- **Blood of the Sea** - Surfacer Antagonist (alternate racial trait)
- **Elemental Master's Handbook** - Waterproof (spell)
- **Gestalt Variant Core** - Gestalt (class)
- **Heroes from the Fringe** - Aquatic Mastery (alternate racial trait)
- **Heroes of the Darklands** - Grasp (spell)
- **Heroes of the Streets** - Eldritch Archer (archetype)
- **Inner Sea Races** - Elf, Aquatic (race)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Musket (weapon); Powder horn (equipment)
- **People of the North / Reign of Winter / Ultimate Wilderness** - Snowball (spell)
- **Pirates of the Inner Sea** - River Sniper (trait)
- **Pirates of the Inner Sea / Skull & Shackles** - Grappling hook (weapon)
- **Skull & Shackles** - Besmara's Blessing (trait)
- **Ultimate Combat** - Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat); Musket Master (archetype)
- **Ultimate Combat / Ultimate Equipment** - Alchemical cartridge (paper) (weapon)
- **Ultimate Equipment** - Beneficial bandolier (equipment); Mess kit (equipment); Seaborne (item power)
- **Ultimate Magic** - Magus (class); Wand Wielder (special ability)