

Finn

Male rimesoul (frost undine) telekineticist 14/unchained rogue (knife master) 14/gestalt 14 - CL14 - CR 41
 Chaotic Neutral Outsider (Aquatic, Native); Deity: **Besmara**;
 Age: **74**; Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	18/22	+4/+6	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	15	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	10/14	0/+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+17 =	+9	+3	+5			
	Ring of foe focus: +2 vs. attacks by a specific opponent you have designated						

REFLEX (DEXTERITY)	+20 =	+9	+6	+5			
	Ring of foe focus: +2 vs. attacks by a specific opponent you have designated						

WILL (WISDOM)	+10 =	+4	+1	+5			
	Ring of foe focus: +2 vs. attacks by a specific opponent you have designated						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 28 =	10	+6	+6		+2	+2		+2

Touch AC 20	Flat-Footed AC 22
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Blade Sense: +4 dodge bonus vs. attacks made with light blades

CM Bonus	BAB	Strength	Size	Misc
+8 =	+10	+1	-	-
See the Base Attack (below) for modifiers that may also apply to CMB				

CM Defense	BAB	Strength	Dexterity	Size
31 =	10	+10	+1	+6
See the AC section (above) for situational modifiers that may also apply to CMD				

Base Attack +10	HP 182
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Outflank: +2 bonus when flanking foe with ally w/this feat

Initiative	Damage / Current HP
+6	

Speed 30 ft

Ballista, light

Crit: 19-20/x2
Rng: 120'
Siege, P

Outflank: +2 bonus when flanking foe with ally w/this feat

+2 shadow mithral chain shirt

+6

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+20	DEX (6)	11	
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	+10	INT (2)	5	
Bluff	+2	CHA (2)	-	
Climb	+12	STR (1)	8	
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	+13	CHA (2)	8	
Disable Device	+25	DEX (6)	14	
Disguise	+6	CHA (2)	1	
Flesh Chameleon: +4 to appear human				
Escape Artist	+17	DEX (6)	8	
Fly	+8	DEX (6)	2	
Heal	+1	WIS (1)	-	
Intimidate	+11	CHA (2)	6	
Knowledge (local)	+16	INT (2)	11	
Perception	+18	WIS (1)	14	
Profession (sailor)	+12	WIS (1)	8	
Profession (siege engineer)	+12	WIS (1)	8	
Ride	+6	DEX (6)	-	
Sense Motive	+11	WIS (1)	7	
Sleight of Hand	+13	DEX (6)	4	
Hidden Blade: +7 to conceal a light blade				
Stealth	+28	DEX (6)	14	
Survival	+1	WIS (1)	-	
Swim	+15	STR (1)	3	
Use Magic Device	+13	CHA (2)	8	

Activated Abilities & Adjustments

Armor Class Bonus: +2
Energize Weapon (- custom / magic weapon -): Form Infusion (1 burn)
Piranha Strike -3/+6
Point-Blank Shot
Sneak Attack (Unchained) +7d4/+7d8: Add Damage

Feats

Armor Proficiency (Light)
Improved Two-Weapon Fighting
Outflank
Piranha Strike -3/+6
Point-Blank Shot
Precise Shot
Rogue Weapon Proficiencies
Siege Engineer
Simple Weapon Proficiency - All
Toughness
Two-Weapon Fighting
Weapon Finesse
Weapon Focus (Dagger)
Weapon Focus (Kineticist Blast)

Traits

Dockside Brawler
Slippery Step

Brass knuckles

Main hand: **+13/+8, 1d3+8 plus 7d4 sneak attack** Crit: x2
Light, B, Monk

Main w/ offhand: **+9/+4, 1d3+8 plus 7d4 sneak attack**

Main w/ light off: **+11/+6, 1d3+8 plus 7d4 sneak attack**

Offhand: **+11/+6, 1d3+7 plus 7d4 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

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Experience & Wealth

Current Cash: **14,778 gp**

Cannon

Crit: x4
Rng: 100'
Siege, B/P

Outflank: +2 bonus when flanking foe with ally w/this feat

Catapult, light

Crit: x2
Rng: 150'
Siege, B

Outflank: +2 bonus when flanking foe with ally w/this feat

Dagger

Main hand: **+14/+9, 1d4+12 plus 7d8 sneak attack** Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+10/+5, 1d4+12 plus 7d8 sneak attack**

Main w/ light off: **+12/+7, 1d4+12 plus 7d8 sneak attack**

Offhand: **+12/+7, 1d4+9 plus 7d8 sneak attack**

Ranged: **+18, 1d4+2 plus 7d8 sneak attack**

Ranged w/ offhand: **+14, 1d4+2 plus 7d8 sneak attack**

Ranged w/ light off: **+16, 1d4+2 plus 7d8 sneak attack**

Ranged offhand: **+16, 1d4+1 plus 7d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Validation Report

Validation Report (5 issues): Primary Armor Attunement Max: Resource Underspent: 2 of 3; Mental Attunement Picks: Resource Underspent: 1 of 2; Physical Attunement Picks: Resource Underspent: 1 of 2; Primary Weapon Attunement Max: Resource Underspent: 1 of 2; Secondary Weapon Attunement Max: Resource Underspent: 1 of 2

Adjustments Active: Armor Class Bonus: +2 Untyped Bonus

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 Main w/ light off: **+12/+7, 1d4+12 plus 7d8 sneak attack**
 Offhand: **+12/+7, 1d4+9 plus 7d8 sneak attack**

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 Rng: 10'
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 Ranged w/ offhand: **+14, 1d4+2 plus 7d8 sneak attack**
 Ranged w/ light off: **+16, 1d4+2 plus 7d8 sneak attack**
 Ranged offhand: **+16, 1d4+1 plus 7d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Energize Weapon Electric Blast (Sp)

Ranged: **+18 touch, 7d6+2 electricity**

Crit: x2
 Rng: 30'
 Elec

Outflank: +2 bonus when flanking foe with ally w/this feat

Heavy crossbow

Ranged: **+13, 1d10+1 plus 7d4 sneak attack**
 Ranged, both hands: **+17, 1d10+1 plus 7d4 sneak attack**
 Ranged w/ offhand: **+9, 1d10+1 plus 7d4 sneak attack**
 Ranged w/ light off: **+11, 1d10+1 plus 7d4 sneak attack**
 Ranged offhand: **+9, 1d10+1 plus 7d4 sneak attack**

Crit: 19-20/x2
 Rng: 120'
 2-hand, P

Outflank: +2 bonus when flanking foe with ally w/this feat

Masterwork seaborne dagger

Main hand: **+15/+10, 1d4+12 plus 7d8 sneak attack**

Main w/ offhand: **+11/+6, 1d4+12 plus 7d8 sneak attack**

Main w/ light off: **+13/+8, 1d4+12 plus 7d8 sneak attack**

Offhand: **+13/+8, 1d4+9 plus 7d8 sneak attack**

Ranged: **+19, 1d4+2 plus 7d8 sneak attack**

Ranged w/ offhand: **+15, 1d4+2 plus 7d8 sneak attack**

Ranged w/ light off: **+17, 1d4+2 plus 7d8 sneak attack**

Ranged offhand: **+17, 1d4+1 plus 7d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

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

Masterwork shocking burst dagger

Main hand: **+13/+8, 1d6+12 plus 1d6 electricity and 7d8 sneak attack**

Both hands: **+13/+8, 1d6+15 plus 1d6 electricity and 7d8 sneak attack**

Main w/ offhand: **+9/+4, 1d6+12 plus 1d6 electricity and 7d8 sneak attack**

Main w/ light off: **+11/+6, 1d6+12 plus 1d6 electricity and 7d8 sneak attack**

Offhand: **+9/+4, 1d6+9 plus 1d6 electricity and 7d8 sneak attack**

Ranged: **+17, 1d6+2 plus 1d6 electricity and 7d8 sneak attack**

Ranged, both hands: **+17, 1d6+2 plus 1d6 electricity and 7d8 sneak attack**

Ranged w/ offhand: **+13, 1d6+2 plus 1d6 electricity and 7d8 sneak attack**

Ranged w/ light off: **+15, 1d6+2 plus 1d6 electricity and 7d8 sneak attack**

Ranged offhand: **+13, 1d6+1 plus 1d6 electricity and 7d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Crit: 19-20/x2+1d10
electricity

Masterwork underwater dagger

Main hand: **+15/+10, 1d4+9 plus 3d6 electrical and 7d8 sneak attack** Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+11/+6, 1d4+9 plus 3d6 electrical and 7d8 sneak attack**

Main w/ light off: **+13/+8, 1d4+9 plus 3d6 electrical and 7d8 sneak attack**

Offhand: **+13/+8, 1d4+6 plus 3d6 electrical and 7d8 sneak attack**

Ranged: **+19, 1d4+2 plus 3d6 electrical and 7d8 sneak attack**

Ranged w/ offhand: **+15, 1d4+2 plus 3d6 electrical and 7d8 sneak attack**

Ranged w/ light off: **+17, 1d4+2 plus 3d6 electrical and 7d8 sneak attack**

Ranged offhand: **+17, 1d4+1 plus 3d6 electrical and 7d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Telekinetic Blast (Sp)

Ranged: **+18, 7d6+11** Crit: x2
Rng: 30'
B/P/S

Outflank: +2 bonus when flanking foe with ally w/this feat

Unarmed strike

Main hand: **+13/+8, 1d3+7 nonlethal plus 7d4 sneak attack** Crit: x2
Light, B, Nonlethal

Main w/ offhand: **+9/+4, 1d3+7 nonlethal plus 7d4 sneak attack**

Main w/ light off: **+11/+6, 1d3+7 nonlethal plus 7d4 sneak attack**

Offhand: **+11/+6, 1d3+6 nonlethal plus 7d4 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Gear

Total Weight Carried: 3091/130 lbs, Encumbrance Ignored (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+2 shadow mithral chain shirt 12.5 lbs
Alchemist's fire 1 lb
Artisan's outfit (Free) -

Gear

Total Weight Carried: 3091/130 lbs, Encumbrance Ignored (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Backpack (empty)	2 lbs
Ballista, light	-
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Boots of speed (10 rounds/day)	2 lbs
Brass knuckles	1 lb
Brass knuckles	1 lb
Caltraps	2 lbs
Cannon	3000 lbs
Catapult, light	-
Chalk x10	-
Cloak of the manta ray	1 lb
Dagger	1 lb
Dagger	1 lb
Dagger	1 lb
Dagger	1 lb
Flint and steel	-
Grappling hook	4 lbs
Heavy crossbow	8 lbs
Masterwork seaborne dagger	1 lb
Masterwork shocking burst dagger	2 lbs
Masterwork underwater dagger	1 lb
Mess kit	1 lb
Mirror	0.5 lbs
Money	-
Piton x10	0.5 lbs
Pot	4 lbs
Ring of foe focus	-
Rope	10 lbs
Soap	0.5 lbs
Thieves' tools	1 lb
Thieves' tools, masterwork	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Vampiric gloves (3/day)	-
Waterskin	4 lbs

Special Abilities

Aetheric Boost (Sp)
Air Cushion (Sp)
Amphibious (Ex)
Basic Aerokinesis (At will) (Sp)
Basic Telekinesis (At will) (Sp)
Blade Sense +4 (Ex)
Bolt (DC 23)
Burn 4/round (14 nonlethal/burn, 6/day)
Darkvision (60 feet)
Deadly, Powerful Sneak (Ex)
Debilitating Injury: Bewildered -2/-6 (Ex)
Debilitating Injury: Disoriented -2/-6 (Ex)
Debilitating Injury: Hampered (Ex)
Elemental Overflow (Ex)
Energize Weapon (- custom / magic weapon -)
Energize Weapon Electric Blast (Sp)
Extended Range
Flesh Chameleon

Special Abilities

Focused Blast
 Force Ward (14 hp +7 hp/burn) (Su)
 Gather Power (Su)
 Hidden Blade +7
 Improved Evasion (Ex)
 Improved Uncanny Dodge (Lv >= 18) (Ex)
 Infusion Specialization 4 (Ex)
 Internal Buffer 2 (Su)
 Kinetic Blade (Light Weapon)
 Kinetic Blast (Sp)
 Metakinesis (1 burn: Empower) (Su)
 Metakinesis (2 burn: Maximize) (Su)
 Metakinesis (3 burn: Quicken) (Su)
 Metakinesis (Su)
 Redirect Attack (1/day) (Ex)
 [N/A] Seaborne
 Self Telekinesis (Sp)
 Self Telekinesis, Greater (Sp)
 Sneak Attack (Unchained) +7d4/+7d8
 Spindle (DC 23)
 Supercharge (Su)
 Swim (30 feet)
 Telekinetic Blast (Sp)
 Telekinetic Finesse (Sp)
 Telekinetic Haul (Sp)
 Telekinetic Invisibility (Sp)
 Underwater
 Wings of Air (Sp)

Spell-Like Abilities

Chill Touch (1/day)
 Feather Fall (Constant)
 Fly (Constant)

Tracked Resources

Alchemist's fire
 Armor Attunement (1/day)
 Bleed (3/day)
 Boots of speed (10 rounds/day)
 Burn 4/round (14 nonlethal/burn, 6/day)
 Dagger
 Dagger
 Dagger
 Dagger
 Masterwork seaborne dagger
 Masterwork shocking burst dagger
 Masterwork underwater dagger
 Redirect Attack (1/day) (Ex)
 Torch
 Trail rations
 Vampiric gloves (3/day)
 Weapon Attunement (1/day)

Languages

Aquan
 Auran
 Common
 Elven

Sourcebooks Used

- **Advanced Player's Guide** - Outflank (feat); Redirect Attack (special ability)
- **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)
- **Elemental Master's Handbook** - Energize Weapon (special ability); Spindle (special ability)
- **Gestalt Variant Core** - Gestalt (class)
- **Heroes of Golarion** - Bolt (special ability)
- **Inner Sea World Guide / Ultimate Combat** - Cannon (weapon)
- **Occult Adventures** - Aether (special ability); Aetheric Boost (special ability); Air Cushion (special ability); Electric Blast (special ability); Expanded Element (Air) (special ability); Extended Range (special ability); Force Ward (equipment); Kinetic Blade (special ability); Kineticist (class); Self Telekinesis (special ability); Self Telekinesis, Greater (special ability); Telekinetic Blast (special ability); Telekinetic Finesse (special ability); Telekinetic Haul (special ability); Telekinetic Invisibility (special ability); Wings of Air (special ability)
- **People of the Sands** - Slippery Step (trait)
- **Plane-Hopper's Handbook** - Rimesoul (Frost Undine) (race option)
- **Psychic Anthology** - Focused Blast (special ability)
- **Sargava, the Lost Colony** - Piranha Strike (feat)
- **Skull & Shackles** - Dockside Brawler (trait)
- **Ultimate Combat** - Ballista, light (weapon); Catapult, light (weapon); Knife Master (archetype); Siege Engineer (feat)
- **Ultimate Equipment** - Seaborne (item power); Mess kit (equipment); Ring of foe focus (equipment); Vampiric gloves (equipment)
- **Unchained Classes** - Deadly Sneak (special ability); Powerful Sneak (special ability); Rogue (Unchained) (class)