

## Finn

**Male rimesoul (frost undine) telekineticist 20/unchained rogue (knife master) 20/gestalt 20 - CL20 - CR 59**  
 Chaotic Neutral Outsider (Aquatic, Native); Deity: **Besmara**;  
 Age: **74**; Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>12/18</b>	<b>+1/+4</b>	
<b>DEX</b> DEXTERITY	<b>18/24</b>	<b>+4/+7</b>	
<b>CON</b> CONSTITUTION	<b>18/24</b>	<b>+4/+7</b>	
<b>INT</b> INTELLIGENCE	<b>15/19</b>	<b>+2/+4</b>	
<b>WIS</b> WISDOM	<b>12/18</b>	<b>+1/+4</b>	
<b>CHA</b> CHARISMA	<b>12/18</b>	<b>+1/+4</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+24 =</b>	<b>+12</b>	<b>+7</b>	<b>+5</b>			

**Ring of foe focus:** +2 vs. attacks by a specific opponent you have designated

<b>REFLEX</b> (DEXTERITY)	<b>+24 =</b>	<b>+12</b>	<b>+7</b>	<b>+5</b>			
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**Ring of foe focus:** +2 vs. attacks by a specific opponent you have designated

<b>WILL</b> (WISDOM)	<b>+17 =</b>	<b>+6</b>	<b>+4</b>	<b>+5</b>	<b>+2</b>		
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**Ring of foe focus:** +2 vs. attacks by a specific opponent you have designated

### Damage Reduction (10/adamantine [30])

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 37 = 10</b>	<b>+9</b>		<b>+6</b>		<b>+5</b>	<b>+5</b>		<b>+2</b>

**Touch AC 23**      **Flat-Footed AC 31**

**Blade Sense:** +6 dodge bonus vs. attacks made with light blades

CM Bonus	+15 =	+15	+4	-	-
See the Base Attack (below) for modifiers that may also apply to CMB					

CM Defense	43 = 10	+15	+4	+7	-
See the AC section (above) for situational modifiers that may also apply to CMD					

<b>Base Attack</b>	<b>+15</b>	<b>HP</b>	<b>340</b>
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**Outflank:** +2 bonus when flanking foe with ally w/this feat

<b>Initiative</b>	<b>+7</b>	Damage / Current HP
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<b>Speed</b>	<b>30 ft</b>
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### +5 shadow mithral chain shirt

**+9**

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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+30</b>	DEX (7)	20	
<b>Slippery Step:</b> +2 trait bonus on checks on wet surfaces or in wet terrain, including bogs, standing or running water, or a storm-tossed ship.				
<b>Appraise</b>	<b>+17</b>	INT (4)	8	
<b>Bluff</b>	<b>+15</b>	CHA (4)	8	
<b>Climb</b>	<b>+18</b>	STR (4)	11	
<b>Slippery Step:</b> +2 trait bonus on checks on wet surfaces or in wet terrain, including bogs, standing or running water, or a storm-tossed ship.				
<b>Diplomacy</b>	<b>+27</b>	CHA (4)	20	
<b>Disable Device</b>	<b>+32</b>	DEX (7)	20	
<b>Disguise</b>	<b>+10</b>	CHA (4)	3	
<b>Flesh Chameleon:</b> +4 to appear human				
<b>Escape Artist</b>	<b>+22</b>	DEX (7)	12	
<b>Fly</b>	<b>+15</b>	DEX (7)	8	
<b>Heal</b>	<b>+4</b>	WIS (4)	-	
<b>Intimidate</b>	<b>+22</b>	CHA (4)	13	
<b>Knowledge (local)</b>	<b>+22</b>	INT (4)	15	
<b>Perception</b>	<b>+27</b>	WIS (4)	20	
<b>Profession (sailor)</b>	<b>+26</b>	WIS (4)	19	
<b>Profession (siege engineer)</b>	<b>+18</b>	WIS (4)	11	
<b>Ride</b>	<b>+7</b>	DEX (7)	-	
<b>Sense Motive</b>	<b>+19</b>	WIS (4)	12	
<b>Sleight of Hand</b>	<b>+15</b>	DEX (7)	5	
<b>Hidden Blade:</b> +10 to conceal a light blade				
<b>Stealth</b>	<b>+35</b>	DEX (7)	20	
<b>Survival</b>	<b>+4</b>	WIS (4)	-	
<b>Swim</b>	<b>+19</b>	STR (4)	4	
<b>Use Magic Device</b>	<b>+18</b>	CHA (4)	11	

## Activated Abilities & Adjustments

Aetheric Boost (Sp): Boost all blasts (2 burn)  
Armor Class Bonus: +2  
Many Throw: Form Infusion (4 burn)  
Piranha Strike -4/+8  
Point-Blank Shot  
Sneak Attack (Unchained) +10d4/+10d8: Add Damage  
Stoneskin: 10/adamantine (30 HP remaining): 150

## Feats

Armor Proficiency (Light)  
Combat Reflexes (8 AoO/round)  
Greater Two-Weapon Fighting  
Improved Two-Weapon Fighting  
Iron Will  
Outflank  
Piranha Strike -4/+8  
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

## Experience & Wealth

Current Cash: 51,873 gp

## +3 shocking burst dagger

Main hand: **+20/+15/+10, 1d6+18 plus 1d6 electricity and 10d8 sneak attack**

Crit: 19-20/x2+1d10 electricity

Both hands: **+20/+15/+10, 1d6+21 plus 1d6 electricity and 10d8 sneak attack**

Main w/ offhand: **+16/+11/+6, 1d6+18 plus 1d6 electricity and 10d8 sneak attack**

Main w/ light off: **+18/+13/+8, 1d6+18 plus 1d6 electricity and 10d8 sneak attack**

Offhand: **+16/+11/+6, 1d6+14 plus 1d6 electricity and 10d8 sneak attack**

Ranged: **+25, 1d6+8 plus 1d6 electricity and 10d8 sneak attack**

Ranged, both hands: **+25, 1d6+8 plus 1d6 electricity and 10d8 sneak attack**

Ranged w/ offhand: **+21, 1d6+8 plus 1d6 electricity and 10d8 sneak attack**

Ranged w/ light off: **+23, 1d6+8 plus 1d6 electricity and 10d8 sneak attack**

Ranged offhand: **+21, 1d6+6 plus 1d6 electricity and 10d8 sneak attack**

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

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Adjustments Active:** Armor Class Bonus: +2 Untyped Bonus; Stoneskin: 10/adamantine (30 HP remaining): 150

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**+4 human-bane dagger**

Main hand: **+23/+18/+13, 1d4+19 plus 2d6 vs. human and 10d8 sneak attack**

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

Main w/ offhand: **+19/+14/+9, 1d4+19 plus 2d6 vs. human and 10d8 sneak attack**

Main w/ light off: **+21/+16/+11, 1d4+19 plus 2d6 vs. human and 10d8 sneak attack**

Offhand: **+21/+16/+11, 1d4+15 plus 2d6 vs. human and 10d8 sneak attack**

Ranged: **+28, 1d4+9 plus 2d6 vs. human and 10d8 sneak attack**

Ranged w/ offhand: **+24, 1d4+9 plus 2d6 vs. human and 10d8 sneak attack**

Ranged w/ light off: **+26, 1d4+9 plus 2d6 vs. human and 10d8 sneak attack**

Ranged offhand: **+26, 1d4+7 plus 2d6 vs. human and 10d8 sneak attack**

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

**Aetheric Electric Blast (Sp)**

Ranged: **+24 touch, 10d6+14 electricity**

Crit: x2  
Rng: 30'  
Elec

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

**Aetheric Force Blast (Sp)**

Ranged: **+24 touch, 10d6+14 force**

Crit: x2  
Rng: 30'  
Force

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

**Aetheric Many Throwing Telekinetic Blast (Sp)**

Ranged: **+24, 10d6+28**

Crit: x2  
Rng: 30'  
B/P/S

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

**Ballista, light**

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

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

**Brass knuckles**

Main hand: **+18/+13/+8, 1d3+13 plus 10d4 sneak attack**

Crit: x2  
Light, B, Monk

Main w/ offhand: **+14/+9/+4, 1d3+13 plus 10d4 sneak attack**

Main w/ light off: **+16/+11/+6, 1d3+13 plus 10d4 sneak attack**

Offhand: **+16/+11/+6, 1d3+11 plus 10d4 sneak attack**

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

**Brass knuckles**

Main hand: **+18/+13/+8, 1d3+13 plus 10d4 sneak attack**

Crit: x2  
Light, B, Monk

Main w/ offhand: **+14/+9/+4, 1d3+13 plus 10d4 sneak attack**

Main w/ light off: **+16/+11/+6, 1d3+13 plus 10d4 sneak attack**

Offhand: **+16/+11/+6, 1d3+11 plus 10d4 sneak attack**

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

**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: **+19/+14/+9, 1d4+15 plus 10d8 sneak attack**

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

Main w/ offhand: **+15/+10/+5, 1d4+15 plus 10d8 sneak attack**

Main w/ light off: **+17/+12/+7, 1d4+15 plus 10d8 sneak attack**

Offhand: **+17/+12/+7, 1d4+11 plus 10d8 sneak attack**

Ranged: **+24, 1d4+5 plus 10d8 sneak attack**

Ranged w/ offhand: **+20, 1d4+5 plus 10d8 sneak attack**

Ranged w/ light off: **+22, 1d4+5 plus 10d8 sneak attack**

Ranged offhand: **+22, 1d4+3 plus 10d8 sneak attack**

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

**Dagger**

Main hand: **+19/+14/+9, 1d4+15 plus 10d8 sneak attack**  
 Main w/ offhand: **+15/+10/+5, 1d4+15 plus 10d8 sneak attack**  
 Main w/ light off: **+17/+12/+7, 1d4+15 plus 10d8 sneak attack**  
 Offhand: **+17/+12/+7, 1d4+11 plus 10d8 sneak attack**

Ranged: **+24, 1d4+5 plus 10d8 sneak attack**  
 Ranged w/ offhand: **+20, 1d4+5 plus 10d8 sneak attack**  
 Ranged w/ light off: **+22, 1d4+5 plus 10d8 sneak attack**  
 Ranged offhand: **+22, 1d4+3 plus 10d8 sneak attack**

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

**Dagger**

Main hand: **+19/+14/+9, 1d4+15 plus 10d8 sneak attack**  
 Main w/ offhand: **+15/+10/+5, 1d4+15 plus 10d8 sneak attack**  
 Main w/ light off: **+17/+12/+7, 1d4+15 plus 10d8 sneak attack**  
 Offhand: **+17/+12/+7, 1d4+11 plus 10d8 sneak attack**

Ranged: **+24, 1d4+5 plus 10d8 sneak attack**  
 Ranged w/ offhand: **+20, 1d4+5 plus 10d8 sneak attack**  
 Ranged w/ light off: **+22, 1d4+5 plus 10d8 sneak attack**  
 Ranged offhand: **+22, 1d4+3 plus 10d8 sneak attack**

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

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

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

**Dagger**

Main hand: **+19/+14/+9, 1d4+15 plus 10d8 sneak attack**  
 Main w/ offhand: **+15/+10/+5, 1d4+15 plus 10d8 sneak attack**  
 Main w/ light off: **+17/+12/+7, 1d4+15 plus 10d8 sneak attack**  
 Offhand: **+17/+12/+7, 1d4+11 plus 10d8 sneak attack**

Ranged: **+24, 1d4+5 plus 10d8 sneak attack**  
 Ranged w/ offhand: **+20, 1d4+5 plus 10d8 sneak attack**  
 Ranged w/ light off: **+22, 1d4+5 plus 10d8 sneak attack**  
 Ranged offhand: **+22, 1d4+3 plus 10d8 sneak attack**

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

**Heavy crossbow**

Ranged: **+19, 1d10+1 plus 10d4 sneak attack**  
 Ranged, both hands: **+23, 1d10+1 plus 10d4 sneak attack**  
 Ranged w/ offhand: **+15, 1d10+1 plus 10d4 sneak attack**  
 Ranged w/ light off: **+17, 1d10+1 plus 10d4 sneak attack**  
 Ranged offhand: **+15, 1d10+1 plus 10d4 sneak attack**

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

**Masterwork seaborne dagger**

Main hand: **+20/+15/+10, 1d4+15 plus 10d8 sneak attack**  
 Main w/ offhand: **+16/+11/+6, 1d4+15 plus 10d8 sneak attack**  
 Main w/ light off: **+18/+13/+8, 1d4+15 plus 10d8 sneak attack**  
 Offhand: **+18/+13/+8, 1d4+11 plus 10d8 sneak attack**

Ranged: **+25, 1d4+5 plus 10d8 sneak attack**  
 Ranged w/ offhand: **+21, 1d4+5 plus 10d8 sneak attack**  
 Ranged w/ light off: **+23, 1d4+5 plus 10d8 sneak attack**  
 Ranged offhand: **+23, 1d4+3 plus 10d8 sneak attack**

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

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

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

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

### Masterwork underwater dagger

Main hand: **+20/+15/+10, 1d4+15** Crit: 19-20/x2  
**plus 10d8 sneak attack** Rng: 10'  
 Main w/ offhand: **+16/+11/+6,** Light, P/S  
**1d4+15 plus 10d8 sneak attack**  
 Main w/ light off: **+18/+13/+8,**  
**1d4+15 plus 10d8 sneak attack**  
 Offhand: **+18/+13/+8, 1d4+11 plus**  
**10d8 sneak attack**

Ranged: **+25, 1d4+5 plus 10d8**  
**sneak attack**

Ranged w/ offhand: **+21, 1d4+5 plus**  
**10d8 sneak attack**

Ranged w/ light off: **+23, 1d4+5 plus**  
**10d8 sneak attack**

Ranged offhand: **+23, 1d4+3 plus**  
**10d8 sneak attack**

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

### Unarmed strike

Main hand: **+18/+13/+8, 1d3+12** Crit: x2  
**nonlethal plus 10d4 sneak** Light, B, Nonlethal  
**attack**

Main w/ offhand: **+14/+9/+4,**  
**1d3+12 nonlethal plus 10d4**  
**sneak attack**

Main w/ light off: **+16/+11/+6,**  
**1d3+12 nonlethal plus 10d4**  
**sneak attack**

Offhand: **+16/+11/+6, 1d3+10**  
**nonlethal plus 10d4 sneak**  
**attack**

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

### Gear

**Total Weight Carried: 3102/300 lbs,**  
**Encumbrance Ignored**  
**(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)**

+3 shocking burst dagger	2 lbs
+4 human-bane dagger	1 lb
+5 shadow mithral chain shirt	12.5 lbs
Alchemist's fire x11	1 lb
Artisan's outfit (Free)	-
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
Caltrops	2 lbs
Cannon	3000 lbs
Catapult, light	-
Chalk x10	-

### Gear

**Total Weight Carried: 3102/300 lbs,**  
**Encumbrance Ignored**  
**(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)**

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 underwater dagger	1 lb
Mess kit	1 lb
Mirror	0.5 lbs
Money	-
Pirate lord's patch (1/day)	-
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)  
 Aetheric Electric Blast (Sp)  
 Aetheric Force Blast (Sp)  
 Aetheric Many Throwing Telekinetic Blast (Sp)  
 Air Cushion (Sp)  
 Amphibious (Ex)  
 Bane (human)  
 Basic Aerokinesis (At will) (Sp)  
 Basic Telekinesis (At will) (Sp)  
 Blade Sense +6 (Ex)  
 Bolt (DC 26)  
 Burn 5/round (20 nonlethal/burn, 10/day)  
 Celerity (Sp)  
 Chain  
 Composite Specialization (Su)  
 Darkvision (60 feet)  
 Deadly, Powerful Sneak (Ex)  
 Debilitating Injury: Bewildered -2/-8 (Ex)  
 Debilitating Injury: Disoriented -2/-8 (Ex)  
 Debilitating Injury: Hampered (Ex)  
 Elemental Overflow (Ex)  
 Energize Weapon (- custom / magic weapon -)  
 Extended Range  
 Flesh Chameleon  
 Focused Blast  
 Force Ward (20 hp +10 hp/burn) (Su)  
 Gather Power (Su)  
 Hidden Blade +10  
 Improved Evasion (Ex)

### Special Abilities

Improved Uncanny Dodge (Lv >= 24) (Ex)  
 Infusion Specialization 6 (Ex)  
 Internal Buffer 3 (Su)  
 Kinetic Blade (Light Weapon)  
 Kinetic Blast (Sp)  
 Kinetic Whip (Light Weapon)  
 Many Throw  
 Master Strike (Unchained, DC 27) (Ex)  
 Metakinesis (1 burn: Empower) (Su)  
 Metakinesis (2 burn: Maximize) (Su)  
 Metakinesis (2 burn: Quicken) (Su)  
 Metakinesis (4 burn: Twice) (Su)  
 Metakinesis (Su)  
 Omnikinesis (Su)  
 Opportunist (1/round) (Ex)  
 Redirect Attack (1/day) (Ex)  
 Ride the Blast (Sp)  
 [N/A] Seaborne  
 Self Telekinesis (Sp)  
 Self Telekinesis, Greater (Sp)  
 Sneak Attack (Unchained) +10d4/+10d8  
 Spindle (DC 26)  
 Stand Up (Ex)  
 Stony Skin 2 (Ex)  
 Supercharge (Su)  
 Swim (30 feet)  
 Telekinetic Deflection (Sp)  
 Telekinetic Finesse (Sp)  
 Telekinetic Haul (Sp)  
 Telekinetic Invisibility (Sp)  
 [N/A] Underwater  
 Wings of Air (Sp)

### Spell-Like Abilities

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

### Tracked Resources

+3 shocking burst dagger   
 +4 human-bane dagger   
 Alchemist's fire          
 Armor Attunement (1/day)   
 Bleed (3/day)     
 Boots of speed (10 rounds/day)          
 Burn 5/round (20 nonlethal/burn, 10/day)          
 Dagger   
 Dagger   
 Dagger   
 Dagger   
 Masterwork seaborne dagger   
 Masterwork underwater dagger   
 Opportunist (1/round) (Ex)

### Tracked Resources

Pirate lord's patch (1/day)   
 Redirect Attack (1/day) (Ex)   
 See Invisibility (5 min, 1/day)   
 Stoneskin            
 Torch          
 Trail rations        
 Vampiric gloves (3/day)     
 Weapon Attunement (1/day)

### Languages

Aquan	Elven
Auran	Halfling
Common	Ignan

## 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)
- **Auto Bonus Progression / Auto Bonus Progression (No magic treasure)** - Legendary Ability (special ability); Legendary Armor (special ability); Legendary Body (special ability); Legendary Body 2 (special ability); Legendary Mind (special ability); Legendary Twin Weapons (special ability)
- **Elemental Master's Handbook** - Energize Weapon (special ability); Spindle (special ability); Stony Skin (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); Electric Blast (special ability); Force Blast (special ability); Telekinetic Blast (special ability); Air Cushion (special ability); Celerity (special ability); Chain (special ability); Expanded Element (Aether) (special ability); Expanded Element (Air) (special ability); Extended Range (special ability); Force Ward (equipment); Kinetic Blade (special ability); Kinetic Whip (special ability); Kineticist (class); Many Throw (special ability); Ride the Blast (special ability); Self Telekinesis (special ability); Self Telekinesis, Greater (special ability); Telekinetic Deflection (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); Stand Up (special ability)
- **Villain Codex** - Pirate lord's patch (equipment)