

Kasmira de la Torre

Female human gunslinger (pistolero) 14/unchained
 rogue (shadow scion) 14/gestalt 14 - CL14 - CR 41
 Chaotic Neutral Humanoid (Human); Deity: **Besmara**; Age:
 19; Height: 5' 5"; Weight: 140 lb.; Eyes: **Brown**; Hair:
Brown; Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18/22	+4/+6	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	13	+1	
WIS WISDOM	17/19	+3/+4	
CHA CHARISMA	11/15	0/+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+17 =	+9	+3	+5			

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

REFLEX (DEXTERITY)	+20 =	+9	+6	+5			
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Danger Sense: +4 bonus vs. traps, **Black Powder Fortune:** +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm

WILL (WISDOM)	+13 =	+4	+4	+5			
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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	29 =	10	+6		+5		+2	+2	+4	

Touch AC	21	Flat-Footed AC	20
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Danger Sense: +4 bonus vs. traps

CM Bonus	Total	BAB	Dexterity	Size	Misc
+20 =	+14	+6	-	-	

CM Defense	Total	BAB	Strength	Dexterity	Size
36 =	10	+14	+0	+6	-

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

Base Attack	+14	HP	196
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Initiative	Speed	Damage / Current HP
+8	30 ft	

Brine's sting

Main hand: **+21/+16/+11, 1d6+6** Crit: 18-20/×2
 Both hands: **+21/+16/+11, 1d6+6** 1-hand, P
 Main w/ offhand: **+17/+12/+7, 1d6+6**
 Main w/ light off: **+19/+14/+9, 1d6+6**
 Offhand: **+17/+12, 1d6+3**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+18	DEX (6)	8	
Appraise	+10	INT (1)	5	
Bluff	+4	CHA (2)	-	
Climb	+14	STR (0)	7	
Craft (firearms)	+10	INT (1)	6	
Diplomacy	+24	CHA (2)	13	
Disable Device	+16	DEX (6)	8	
Disguise	+2	CHA (2)	-	
Escape Artist	+14	DEX (6)	6	
Fly	+5	DEX (6)	-	
Heal	+4	WIS (4)	-	
Intimidate	+15	CHA (2)	6	
Knowledge (dungeoneering)	+5	INT (1)	1	
Knowledge (engineering)	+5	INT (1)	1	
Knowledge (geography)	+2	INT (1)	1	
Knowledge (history)	+2	INT (1)	1	
Knowledge (local)	+13	INT (1)	9	
Knowledge (nature)	+2	INT (1)	1	
Knowledge (nobility)	+2	INT (1)	1	
Perception	+14	WIS (4)	7	
Profession (sailor)	+20	WIS (4)	11	
Ride	+5	DEX (6)	-	
Sense Motive	+11	WIS (4)	4	
Sleight of Hand	+14	DEX (6)	6	
Stealth	+19	DEX (6)	6	

Antidote kit: +3 circumstance bonus to treat poison

Spyglass: only -1/20' while using a spyglass, instead of -1/10', **Danger Sense:** +4 bonus to avoid being surprised by a foe

Shadow Dweller: +7 competence bonus in dim light and darkness

Skills

Skill Name	Total	Ability	Ranks	Temp
Survival	+13	WIS (4)	6	
Swim	+23	STR (0)	8	
Use Magic Device	+13	CHA (2)	8	

Activated Abilities & Adjustments

Deadly Aim -4/+8

Point-Blank Shot

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.

Deadly Aim -4/+8

Trade a penalty to ranged attacks for a bonus to ranged damage.

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.

Improved Critical (Pistol)

When using the weapon you selected, your threat range is doubled.

Improved Two-Weapon Fighting

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Persuasive

You get a +2 bonus on all Diplomacy checks and Intimidate checks.

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.

Signature Deed (Deed: Deadeye [Signature Deed] [Ex],

Perform chosen deed for 1 less grit (min 0). Must have at least 1 grit to use.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Two-Weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

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.

Cheat Death (1/day)

Even Besmara's most faithful worshipers usually call upon her only in times of greatest need. Sometimes Besmara intervenes on behalf of her faithful; other times, she turns her face away as they sink beneath the waves. Once per day, when you

Experience & Wealth

Current Cash: **10,612 gp, 6 sp, 7 cp**

Traits

Eye for Plunder

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

Drawbacks

Helpless (1/combat)

1/encounter, if ally within 30 ft dies or unconscious you are dazed until end of next turn.

Dagger

Main hand: **+20/+15/+10, 1d4+6**

Crit: 19-20/x2

Main w/ offhand: **+16/+11/+6, 1d4+6**

Rng: 10'
Light, P/S

Main w/ light off: **+18/+13/+8, 1d4+6**

Offhand: **+18/+13, 1d4+3**

Ranged: **+17/+12/+7, 1d4+9**

Ranged w/ offhand: **+13/+8/+3, 1d4+9**

Ranged w/ light off: **+15/+10/+5, 1d4+9**

Ranged offhand: **+15/+10, 1d4+9**

Firedrake pistol

Ranged: **+18/+13/+8, 1d8+18 plus 1d6 fire**

Crit: 19-20/x4
Rng: 20'
1-hand, B/P

Ranged, both hands: **+18/+13/+8, 1d8+18 plus 1d6 fire**

Ranged w/ offhand: **+14/+9/+4, 1d8+18 plus 1d6 fire**

Ranged w/ light off: **+16/+11/+6, 1d8+18 plus 1d6 fire**

Ranged offhand: **+14/+9, 1d8+18 plus 1d6 fire**

Masterwork cyclonic pistol ↵

Ranged: **+18/+13, 1d8+17**

Crit: 19-20/x4
Rng: 20'
1-hand, B/P

Ranged, both hands: **+18/+13, 1d8+17**

Ranged w/ offhand: **+14/+9, 1d8+17**

Ranged w/ light off: **+16/+11, 1d8+17**

Ranged offhand: **+14/+9, 1d8+17**

Masterwork dagger

Main hand: **+21/+16/+11, 1d4+6** Crit: 19-20/x2
 Main w/ offhand: **+17/+12/+7, 1d4+6** Rng: 10'
 Main w/ light off: **+19/+14/+9, 1d4+6** Light, P/S
 Offhand: **+19/+14, 1d4+3**

Ranged: **+18/+13/+8, 1d4+9**
 Ranged w/ offhand: **+14/+9/+4, 1d4+9**

Ranged w/ light off: **+16/+11/+6, 1d4+9**

Ranged offhand: **+16/+11, 1d4+9**

Masterwork lucky pistol

Ranged: **+18/+13/+8, 1d8+17** Crit: 19-20/x4
 Ranged, both hands: **+18/+13/+8, 1d8+17** Rng: 20'
 1-hand, B/P

Ranged w/ offhand: **+14/+9/+4, 1d8+17**

Ranged w/ light off: **+16/+11/+6, 1d8+17**

Ranged offhand: **+14/+9, 1d8+17**

Net of snaring

Main hand: **+17/+12/+7,** Crit: N/A
 Main w/ offhand: **+13/+8/+3,** Rng: 20'
 Main w/ light off: **+15/+10/+5,** Light
 Offhand: **+15/+10,**

Ranged: **+14/+9/+4 ranged touch,**
 Ranged w/ offhand: **+10/+5/+0 ranged touch ranged touch,**
 Ranged w/ light off: **+12/+7/+2 ranged touch ranged touch ranged touch,**
 Ranged offhand: **+12/+7 ranged touch ranged touch ranged touch,**

Rapier

Main hand: **+20/+15/+10, 1d6+6** Crit: 18-20/x2
 Both hands: **+20/+15/+10, 1d6+6** 1-hand, P
 Main w/ offhand: **+16/+11/+6, 1d6+6**
 Main w/ light off: **+18/+13/+8, 1d6+6**
 Offhand: **+16/+11, 1d6+3**

Unarmed strike

Main hand: **+20/+15/+10, 1d3** Crit: x2
nonlethal Light, B, Nonlethal
 Main w/ offhand: **+16/+11/+6, 1d3 nonlethal**
 Main w/ light off: **+18/+13/+8, 1d3 nonlethal**
 Offhand: **+18/+13, 1d3 nonlethal**

+3 shadow studded leather

+6

Max Dex: +5, Armor Check: -1
 Spell Fail: 15%, Light

Gear

Total Weight Carried: 93/100 lbs, Encumbrance Ignored

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

+3 shadow studded leather	20 lbs
a broken, silver-plated manacle	-
Adventurer's sash (5 @ 11 lbs)	3 lbs
Alchemical cartridge (flare) x5 <In: Endless bandolier	-
Alchemical cartridge (paper) x50 <In: Endless bandolier	-
Antidote kit (10 uses) <In: Ship>	3 lbs
Antitoxin x2 <In: Bag of holding II (16 @ 18 lbs)>	-
Bag of holding II (16 @ 18 lbs)	25 lbs
Bell	-
Beneficial bandolier (empty)	2 lbs
Besmara's bones (1/day) <In: Ship>	300 lbs
Besmara's tricorne (1/day)	1 lb
Brine's sting	2 lbs
Canteen <In: Bag of holding II (16 @ 18 lbs)>	1 lb
Captain's locker (1 @ 0 lbs)	150 lbs
Cards <In: Adventurer's sash (5 @ 11 lbs)>	1 lb
Chalk x5 <In: Endless bandolier (81 @ 11.5 lbs)>	-
Charts of the fair winds <In: Ship>	-
Circlet of persuasion <In: Endless bandolier (81 @ 11.5	-
Dagger	1 lb
Dahak's fire x5 <In: Endless bandolier (81 @ 11.5	0.5 lbs
Deathblade x2 <In: Bag of holding II (16 @ 18 lbs)>	-
Deed to Island of Empty Eyes	-
Dice <In: Bag of holding II (16 @ 18 lbs)>	-
Dry load powder horn (14 @ 2 lbs) <In: Adventurer's	1 lb
Endless bandolier (81 @ 11.5 lbs)	2 lbs
Farglass <In: Ship>	1 lb
Firearm oil (20 uses) <In: Endless bandolier (81 @ 11.5	1 lb
Firedrake pistol	4 lbs
Flint and steel <In: Bag of holding II (16 @ 18 lbs)>	-
Fuel pellet x10 <In: Dry load powder horn (14 @ 2 lbs)>	-
Gloves of swimming and climbing	-
Gunsmith's kit <In: Endless bandolier (81 @ 11.5 lbs)>	2 lbs
Harborwing cloak (3 minutes/day)	1 lb
Headband of intuition	1 lb
Jalazar's wheel (3/day) <In: Ship>	15 lbs
Masterwork cyclonic pistol	4 lbs
Masterwork dagger	1 lb
Masterwork lucky pistol <In: Endless bandolier (81 @	4 lbs
Mirror <In: Bag of holding II (16 @ 18 lbs)>	0.5 lbs
Money <In: Captain's locker (1 @ 0 lbs)>	-
Necklace of adaptation	1 lb
Net of snaring	6 lbs
Oil of slipstream <In: Endless bandolier (81 @ 11.5 lbs)>	-
Potion of cure moderate wounds x3 <In: Endless bandolier	-
Potion of cure serious wounds <In: Endless bandolier (81	-
Potion of heroism	-
Potion of invisibility x5 <In: Endless bandolier (81 @ 11.5	-
Potion of neutralize poison	-
Potion of water breathing x3 <In: Bag of holding II (16 @	-

Gear

Total Weight Carried: 93/100 lbs, Encumbrance Ignored

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

Powder x4 <In: Dry load powder horn (14 @ 2 lbs)>	0.5 lbs
Powder horn (empty) <In: Adventurer's sash (5 @ 11	1 lb
Rapier	2 lbs
Ring of eloquence (Elven, Aquan, Polyglot, Dwarven)	-
Ring of sustenance	-
Ring of the sea strider	-
Riverseer plate (1/day) <In: Ship>	0.5 lbs
Rod of wonder	5 lbs
Rope <In: Bag of holding II (16 @ 18 lbs)>	10 lbs
Rope of climbing <In: Bag of holding II (16 @ 18 lbs)>	3 lbs
Seafarer's waders	1 lb
Sewing needle <In: Adventurer's sash (5 @ 11 lbs)>	-
Shackles ensign (1/day) <In: Ship>	3 lbs
Shackles of compliance (3/day) <In: Bag of holding II	2 lbs
Skeleton anchor (1/week) <In: Ship>	100 lbs
Soap <In: Bag of holding II (16 @ 18 lbs)>	0.5 lbs
Spyglass <In: Endless bandolier (81 @ 11.5 lbs)>	1 lb
Stalker's mask (1/day) <In: Bag of holding II (16 @ 18	1 lb
Svingli's eye (1/day) <In: Adventurer's sash (5 @ 11	6 lbs
Thieves' tools <In: Endless bandolier (81 @ 11.5 lbs)>	1 lb
Traveler's outfit (Free)	-
Wand of false life	-

Special Abilities

Crippling Strike (Ex)

A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Cyclonic

This special ability can be placed only on ranged weapons or ammunition. A *cyclonic* weapon or piece of ammunition feels as though it were surrounded by gentle winds pulling it in all directions. When the wielder makes a ranged attack

Danger Sense +4 (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 (90 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/-6 (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/-6 (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: Dead Shot (Ex)

At 7th level, as a full-round action, the gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based on

Deed: Deadeye (Signature Deed) (Ex)

At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still

Special Abilities

Deed: Expert Loading (Ex)

At 11th level, whenever the gunslinger rolls a misfire with a gun that has the broken condition, she can spend 1 grit point to keep the gun from exploding, though it retains the broken condition.

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: Lightning Reload (Ex)

At 11th level, as long as the gunslinger has at least 1 grit point, she can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If she has the Rapid Reload feat or is using an alchemical cartridge (or

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: Targeting (Ex)

At 7th level, as a full-round action, the gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body

Deed: Twin Shot Knockdown (Ex)

At 11th level, when the pistolero hits a single target with two or more one-handed firearm attacks during her turn, she can spend 1 grit point to knock the target prone. She can choose to spend the grit point after the attacks are made. This deed

Deed: Up Close and Deadly +3d6 (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.

Firedrake Pistol

This hefty +1 *flaming pistol* is elaborately carved with its barrel in the semblance of a roaring dragon and its grip wrapped in polished red dragonhide. When firing ordinary ammunition, the wielder may choose to have the *firedrake pistol* deal all of

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.

Hunter's Surprise (1/day) (Ex)

Once per day, a rogue with this talent can designate a single enemy she is adjacent to as her prey. Until the end of her next turn, she can add her sneak attack damage to all attacks made against her prey, even if she is not flanking it or it is not flat-

Improved Uncanny Dodge (Lv >= 32) (Ex)

You gain the ability to react to danger before your 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.

[N/A] Lucky (1/day)

This special ability can only be placed on one-handed or two-handed firearms. A *lucky firearm* has its own magical reservoir of grit (see page 9). Usually this grit is stored within the marks of an engraving or in a trinket that hangs from the firearm.

Pistol Training (+8, 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.

Redirect Attack (1/day) (Ex)

Once per day, when a rogue with this talent is hit with a melee attack, she can redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee reach of the attack that hit the rogue, and the

Special Abilities

Shadow Duplicate (14 rounds, 3/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

Shadow Speaker (1,400 ft. radius, 1/day) (Sp)

At 14th level, a shadow scion can spend 1 minute meditating within a patch of dim light or darkness; at the end of the time, she can draw information from the shadows. This functions as *commune with nature*, except that it functions in any

Shadow Step (84 5-ft inc/day) (Sp)

At 8th level, a shadow scion can walk through the Shadow Plane and reappear elsewhere on the Material Plane as a standard action. The shadow scion can travel up to 30 feet per rogue level per day in this fashion, either in a single round or

Sneak Attack (Unchained) +7d6

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.

Swim (30 feet)

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a

Tracked Resources

Alchemical cartridge (flare)

Alchemical cartridge (paper)

Antidote kit (10 uses)

Antitoxin

Armor Attunement (1/day)

Augury (always meaningful reply, 3/day)

Besmara's bones (1/day)

Besmara's tricorne (1/day)

Cheat Death (1/day)

Clairaudience/Clairvoyance (1/day)

Dagger

Dahak's fire

Deathblade

Dimension Door (swift, along contiguous liquid, 1/day)

False Life (Ship captain, 1/day)

Feather Fall (3/day)

Firearm oil (20 uses)

Fuel pellet

Grit Pool (4/day)

Harboring cloak (3 minutes/day)

Helpless (1/combat)

Hunter's Surprise (1/day) (Ex)

Jalhazar's wheel (3/day)

Masterwork dagger

Net of snaring

Oil of slipstream

Potion of cure moderate wounds

Potion of cure serious wounds

Tracked Resources

Potion of heroism

Potion of invisibility

Potion of neutralize poison

Potion of water breathing

Redirect Attack (1/day) (Ex)

Riverseer plate (1/day)

Shackles ensign (1/day)

Shackles of compliance (3/day)

Shadow Duplicate (14 rounds, 3/day) (Sp)

Shadow Speaker (1,400 ft. radius, 1/day) (Sp)

Shadow Step (84 5-ft inc/day) (Sp)

Signature Deed (Deed: Deadeye [Signature Deed] [Ex], 1/round)

Skeleton anchor (1/week)

Spider Climb (1/day)

Stalker's mask (1/day)

Svingli's eye (1/day)

Wand of false life

Weapon Attunement (1/day)

Languages

Common

Dwarven

Companions

Parrot CR –

Parrot (*Pathfinder RPG Bestiary* 133)

N Tiny animal

Init +2; **Senses** low-light vision; Perception +9

Defense

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1d8-1)

Fort +1, **Ref** +4, **Will** +2

Offense

Speed 10 ft., fly 40 ft. (average)

Melee unarmed strike +4 (1 nonlethal) or
bite +4 (1d3-4)

Space 2 ft.; **Reach** 0 ft.

Statistics

Str 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Acrobatics +2 (-6 to jump), Fly +6, Perception +9

Tracked Resources

-none-

Background

Items kept in a Chest in the Captain's cabin:

-Necklace of golden coral and strange, silvery metal with blue-black whorls worth 1,500 gp

-Stalker's Mask x3

-Preserved Head of Tian Pirate Soshimira. large glass jar filled with alcohol that holds the preserved, severed head of a vicious-looking Tian man with pockscarred cheeks, a tattoo of a kraken on his forehead, and all his teeth broken out.

-Shackles of Compliance

-Cat of Nine Tales, Masterwork

-

History

Homeland: City or Metropolis

Parents: Both Alive

Siblings: 2 Biological

Circumstance of Birth: Middle-Class

Parent's Profession: Tradespeople

Childhood: Betrayal

Influential Associate: The Relative

Moral Conflict: Minor Theft: 2

Subject: Enemy or rival: 0

Motivation: Hatred or Malice: 4

History

Resolution: No Guilt: 2

Romantic Relationships: Experience but No

Companions: Family or close as family - close

Companions: Former inmates (prison, asylum, or

Drawback: Family

Sourcebooks Used

- **Advanced Class Guide** - Ring of eloquence (equipment)
- **Advanced Player's Guide** - Hunter's Surprise (special ability); Slipstream (spell); Redirect Attack (special ability)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide / Seekers of Secrets / Ultimate Equipment** - Powder (equipment)
- **Adventurer's Armory 2 / Seekers of Secrets** - Adventurer's sash (equipment)
- **Antihero's Handbook** - Helpless (???)
- **Blood of Shadows** - Shadow Duplicate (special ability)
- **Dragonslayer's Handbook** - Dahak's fire (equipment); Net of snaring (weapon)
- **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** - Firedrake pistol (weapon); Pistol (weapon); Powder horn (equipment)
- **Legacy of the First World** - Shadow Scion (archetype)
- **Merchant's Manifest** - Harborwing cloak (equipment); Seafarer's waders (equipment)
- **People of the River** - Riverseer plate (equipment)
- **People of the Sands** - Fuel pellet (equipment)
- **People of the Wastes** - Firearm oil (equipment)
- **Pirates of the Inner Sea** - Cheat Death (trait)
- **Ranged Tactics Toolbox** - Cyclonic (item power)
- **Rise of the Runelords Anniversary Edition / Ultimate Equipment** - Stalker's mask (equipment)
- **Skull & Shackles** - Besmara's bones (equipment); Brine's sting (weapon); Captain's locker (equipment); Charts of the fair winds (equipment); Eye for Plunder (trait); Farglass (equipment); Jalhazar's wheel (equipment); Shackles ensign (equipment); Skeleton anchor (equipment); Svingli's eye (equipment)
- **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); Signature Deed (feat)
- **Ultimate Combat / Ultimate Equipment** - Alchemical cartridge (flare) (weapon); Alchemical cartridge (paper) (weapon); Dry load powder horn (equipment)
- **Ultimate Equipment** - Antidote kit (equipment); Beneficial bandolier (equipment); Canteen (equipment); Cards (equipment); Dice (equipment); Endless bandolier (equipment); Firedrake Pistol (equipment); Headband of intuition (equipment); Ring of the sea strider (equipment)
- **Unchained Classes** - Rogue (Unchained) (class)