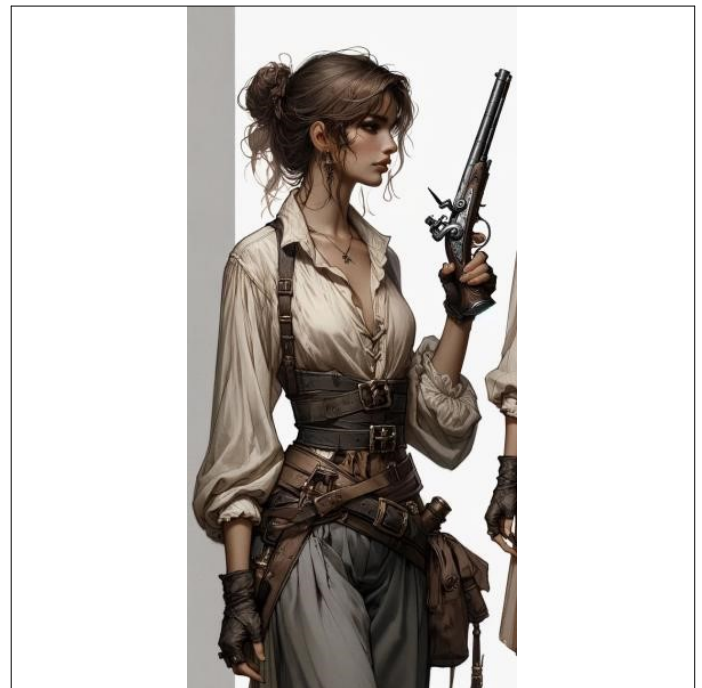


Kasmira de la Torre

Female human gunslinger (pistolero) 20/unchained
 rogue (shadow scion) 20/gestalt 20 - CL20 - CR 59
 Chaotic Neutral Humanoid (Human); Deity: **Besmara**; Age:
 20; Height: 5' 5"; Weight: 125 lb.; Eyes: **Brown**; Hair:
Brown; Skin: **Tan**



Ability	Score	Modifier	Temporary
STR STRENGTH	10/14	0/+2	
DEX DEXTERITY	18/24	+4/+7	
CON CONSTITUTION	14/20	+2/+5	
INT INTELLIGENCE	13/17	+1/+3	
WIS WISDOM	20/26	+5/+8	
CHA CHARISMA	12/18	+1/+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+22 =	+12	+5	+5			

Shadow Master: +2 luck bonus in dim light, **Black Powder Fortune:** +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+24 =	+12	+7	+5			

Danger Sense: +6 bonus vs. traps, **Shadow Master:** +2 luck bonus in dim light, **Black Powder Fortune:** +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+19 =	+6	+8	+5			

Shadow Master: +2 luck bonus in dim light, **Black Powder Fortune:** +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm

Damage Reduction (10/adamantine [8 points])

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 35 = 10	+5		+5		+5	+5	+5	

Touch AC 25	Flat-Footed AC 25
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Danger Sense: +6 bonus vs. traps, **Gunman's duster:** +2 luck bonus vs. firearm attacks

CM Bonus	BAB	Strength	Size	Misc
+22 =	+20	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
49 = 10	+20	+2	+7	-

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

Base Attack +20	HP 320
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Initiative	Damage / Current HP
+9	

Speed 30 ft

+2 moderate fortification shadow studded leather

+5

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

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+25	DEX (7)	14	
Appraise	+12	INT (3)	5	
Bluff	+23	WIS (8)	10	
Climb	+13	STR (2)	7	
Craft (alchemy)	+10	INT (3)	4	
Craft (firearms)	+13	INT (3)	7	
Diplomacy	+37	WIS (8)	20	
Disable Device	+25	DEX (7)	16	
Disguise	+4	CHA (4)	-	
Escape Artist	+23	DEX (7)	14	
Fly	+6	DEX (7)	-	
Heal	+8	WIS (8)	-	
Antidote kit: +3 circumstance bonus to treat poison				
Intimidate	+27	WIS (8)	10	
Knowledge (dungeoneering)	+7	INT (3)	1	
Knowledge (engineering)	+7	INT (3)	1	
Knowledge (geography)	+7	INT (3)	4	
Knowledge (history)	+7	INT (3)	4	
Knowledge (local)	+20	INT (3)	14	
Knowledge (nature)	+5	INT (3)	2	
Knowledge (nobility)	+5	INT (3)	2	
Perception	+30	WIS (8)	19	
Spyglass: only -1/20' while using a spyglass, instead of -1/10', Danger Sense: +6 bonus to avoid being surprised by a foe				
Profession (sailor)	+36	WIS (8)	20	
Ride	+6	DEX (7)	-	
Sense Motive	+18	WIS (8)	7	

Skills

Skill Name	Total	Ability	Ranks	Temp
☞ Sleight of Hand	+20	DEX (7)	11	
Vanishing sheath (empty): +4 vs. Perception of someone observing or frisking you in search of a weapon in the sheath, Vanishing sheath (empty): +4 vs. Perception of someone observing or frisking you in search of a weapon in the sheath				
☞ Stealth	+25	DEX (7)	11	
Shadow Dweller: +10 competence bonus in dim light and darkness				
Survival	+22	WIS (8)	11	
☞ Swim	+26	STR (2)	12	
Use Magic Device	+21	CHA (4)	14	

Activated Abilities & Adjustments

Deadly Aim -6/+12
Point-Blank Shot
Stoneskin: 10/adamantine (8 HP remaining): 15
Weapon Attacks: Full Attack - ALL
Weapon Bonus: +2

Feats

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.

Battering Repair

Ignore broken condition when performing pistol-whip. 1 grit: on a successful pistol-whip remove broken condition from firearm if it was gained from a misfire.

Believer's Boon

Your deity rewards you for your faithfulness.

Prerequisites: Wis 13, alignment must be within one step of your deity's.

Blind-Fight

Re-roll misses because of concealment, other benefits.

Deadly Aim -6/+12

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.

Far Shot

Halve the range increment penalty for extended range.

Greater Two-Weapon Fighting

You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Gunsmithing

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

Impact Critical Shot

You can bull rush on a critical hit

Impressive Grit (Dead Shot)

Perform selected deed a number of times per day equal to your highest mental ability mod.

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.

Experience & Wealth

Current Cash: **2,674 gp, 3 sp, 4 cp**

Feats

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

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,

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.

+3 cyclonic pistol ↩

Ranged: **+25/+20/+15/+10, 1d8+26** Crit: 19-20/x4

Ranged, both hands: Rng: 20'
1-hand, B/P

+25/+20/+15/+10, 1d8+26

Ranged w/ offhand:

+21/+16/+11/+6, 1d8+26

Ranged w/ light off:

+23/+18/+13/+8, 1d8+26

Ranged offhand: **+21/+16/+11,**

1d8+26

+4 lucky pistol

Ranged: **+26/+21/+16/+11, 1d8+27** Crit: 19-20/x4

Ranged, both hands: Rng: 20'
1-hand, B/P

+26/+21/+16/+11, 1d8+27

Ranged w/ offhand:

+22/+17/+12/+7, 1d8+27

Ranged w/ light off:

+24/+19/+14/+9, 1d8+27

Ranged offhand: **+22/+17/+12,**

1d8+27

Brine's sting

Main hand: **+28/+23/+18/+13, 1d6+7** Crit: 18-20/x2
 Both hands: **+28/+23/+18/+13,** 1-hand, P
1d6+7
 Main w/ offhand: **+24/+19/+14/+9,**
1d6+7
 Main w/ light off: **+26/+21/+16/+11,**
1d6+7
 Offhand: **+24/+19/+14, 1d6+3**

Doubleshot pepperbox

Ranged: **+23/+18/+13, 1d8+23** Crit: x4+3d8
 Ranged, both hands: sonic+deafened
+23/+18/+13, 1d8+23 Rng: 20'
 Ranged w/ offhand:
+19/+14/+9, 1d8+23
 Ranged w/ light off:
+21/+16/+11, 1d8+23
 Ranged offhand: **+19/+14/+9,**
1d8+23

Firedrake pistol

Ranged: **+26/+21/+16/+11, 1d8+27** Crit: 19-20/x4
plus 1d6 fire Rng: 20'
 Ranged, both hands: 1-hand, B/P
+26/+21/+16/+11, 1d8+27 plus 1d6
fire
 Ranged w/ offhand: **+22/+17/+12/+7,**
1d8+27 plus 1d6 fire
 Ranged w/ light off: **+24/+19/+14/+9,**
1d8+27 plus 1d6 fire
 Ranged offhand: **+22/+17/+12,**
1d8+27 plus 1d6 fire

Masterwork dagger

Main hand: **+28/+23/+18/+13, 1d4+2** Crit: 19-20/x2
 Main w/ offhand: **+24/+19/+14/+9,** Rng: 10'
1d4+2 Light, P/S
 Main w/ light off: **+26/+21/+16/+11,**
1d4+2
 Offhand: **+26/+21/+16, 1d4+1**
 Ranged: **+23/+18/+13/+8, 1d4+15**
 Ranged w/ offhand: **+19/+14/+9/+4,**
1d4+15
 Ranged w/ light off: **+21/+16/+11/+6,**
1d4+15
 Ranged offhand: **+21/+16/+11,**
1d4+14

Net of snaring

Main hand: **+24/+19/+14/+9,** Crit: N/A
 Main w/ offhand: **+20/+15/+10/+5,** Rng: 20'
 Main w/ light off: **+22/+17/+12/+7,** Light
 Offhand: **+22/+17/+12,**
 Ranged: **+19/+14/+9/+4 ranged touch,**
 Ranged w/ offhand: **+15/+10/+5/+0**
ranged touch ranged touch,
 Ranged w/ light off: **+17/+12/+7/+2**
ranged touch ranged touch ranged
touch,
 Ranged offhand: **+17/+12/+7 ranged**
touch ranged touch ranged touch
ranged touch,

Unarmed strike

Main hand: **+27/+22/+17/+12,** Crit: x2
1d3+2 nonlethal Light, B, Nonlethal
 Main w/ offhand:
+23/+18/+13/+8, 1d3+2
nonlethal
 Main w/ light off:
+25/+20/+15/+10, 1d3+2
nonlethal
 Offhand: **+25/+20/+15, 1d3+1**
nonlethal

Gear

Total Weight Carried: 122.5/175 lbs,
Encumbrance Ignored
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)
 +2 moderate fortification shadow studded leather 20 lbs
 +3 cyclonic pistol 4 lbs
 +4 lucky pistol <In: *Glove of storing* (1 @ 4 lbs)> 4 lbs
 a broken, silver-plated manacle -
 Adventurer's sash (3 @ 6.5 lbs) 3 lbs
 Alchemical cartridge (flare) x5 <In: *Endless bandolier* -
 Alchemical cartridge (paper) x50 <In: *Endless bandolier* -
 Antidote kit (10 uses) <In: *Bag of holding IV* (68 @ 3 lbs
 Antitoxin x2 <In: *Bag of holding IV* (68 @ 31.5 lbs)> -
 Bag of holding IV (68 @ 31.5 lbs) 60 lbs
 Bell <In: *Bag of holding IV* (68 @ 31.5 lbs)> -
 Beneficial bandolier (empty) 2 lbs
 Besmara's bones (1/day) <In: *Captain's locker* (11 300 lbs
 Besmara's tricorne (1/day) 1 lb
 Bottle of air <In: *Endless bandolier* (77 @ 15 lbs)> 2 lbs
 Brine's sting 2 lbs
 Canteen <In: *Bag of holding IV* (68 @ 31.5 lbs)> 1 lb
 Captain's locker (11 @ 421.5 lbs) 150 lbs
 Cards <In: *Captain's locker* (11 @ 421.5 lbs)> 1 lb
 Chalk x5 <In: *Endless bandolier* (77 @ 15 lbs)> -
 Charts of the fair winds <In: *Captain's locker* (11 @ 421.5 -
 Circlet of persuasion <In: *Endless bandolier* (77 @ 15 lbs)>-
 Dahak's fire x10 <In: *Endless bandolier* (77 @ 15 0.5 lbs

Gear

Total Weight Carried: 122.5/175 lbs, Encumbrance Ignored
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Deathblade x2 <In: Bag of holding IV (68 @ 31.5 lbs)>	-
Deed to Island of Empty Eyes	-
Dice <In: Captain's locker (11 @ 421.5 lbs)>	-
Doubleshot pepperbox	5 lbs
Dry load powder horn (14 @ 2 lbs) <In: Endless	1 lb
Elixir of spirit sight x3	-
Endless bandolier (77 @ 15 lbs)	2 lbs
Farglass <In: Captain's locker (11 @ 421.5 lbs)>	1 lb
Firearm oil (20 uses) <In: Endless bandolier (77 @ 15	1 lb
Firedrake pistol	4 lbs
Flint and steel <In: Bag of holding IV (68 @ 31.5 lbs)>	-
Fuel pellet x10 <In: Dry load powder horn (14 @ 2 lbs)>	-
Glove of storing (1 @ 4 lbs)	-
Gunman's duster	5 lbs
Gunsmith's kit <In: Endless bandolier (77 @ 15 lbs)>	2 lbs
Harborwing cloak (3 minutes/day)	1 lb
Headband of intuition	1 lb
Hurricane crown (1/day)	2 lbs
Impossible bottle <In: Captain's locker (11 @ 421.5	1 lb
Jalazar's wheel (3/day) <In: Captain's locker (11 @	15 lbs
Masterwork dagger <In: Endless bandolier (77 @ 15	1 lb
Mirror <In: Adventurer's sash (3 @ 6.5 lbs)>	0.5 lbs
Money <In: Captain's locker (11 @ 421.5 lbs)>	-
Mutineer's bane earring	-
Necklace of adaptation	1 lb
Net of snaring <In: Bag of holding IV (68 @ 31.5 lbs)>	6 lbs
Oil of silence x10 <In: Bag of holding IV (68 @ 31.5 lbs)>	-
Oil of slipstream <In: Bag of holding IV (68 @ 31.5 lbs)>	-
Potion of cure moderate wounds x11 <In: Bag of holding IV	-
Potion of cure serious wounds x5 <In: Bag of holding IV	-
Potion of gaseous form <In: Bag of holding IV (68 @ 31.5	-
Potion of invisibility x11 <In: Bag of holding IV (68 @ 31.5	-
Potion of neutralize poison <In: Bag of holding IV (68 @	-
Potion of remove disease x2 <In: Bag of holding IV (68 @	-
Potion of restoration, lesser x6 <In: Bag of holding IV (68	-
Potion of water breathing x3 <In: Bag of holding IV (68 @	-
Powder x4 <In: Dry load powder horn (14 @ 2 lbs)>	0.5 lbs
Ring of eloquence (Elven, Aquan, Polyglot, Dwarven)	-
Ring of sustenance <In: Bag of holding IV (68 @ 31.5 lbs)>	-
Ring of the sea strider	-
Riverseer plate (1/day) <In: Captain's locker (11 @	0.5 lbs
Rod of wonder <In: Bag of holding IV (68 @ 31.5 lbs)>	5 lbs
Rope <In: Bag of holding IV (68 @ 31.5 lbs)>	10 lbs
Rope of climbing <In: Bag of holding IV (68 @ 31.5	3 lbs
Seafarer's waders	1 lb
Sewing needle <In: Adventurer's sash (3 @ 6.5 lbs)>	-
Shackles ensign (1/day) <In: Captain's locker (11 @	3 lbs
Shackles of compliance (3/day) <In: Bag of holding IV	2 lbs
Skeleton anchor (1/week) <In: Captain's locker (11	100 lbs
Soap <In: Bag of holding IV (68 @ 31.5 lbs)>	0.5 lbs
Spyglass <In: Bag of holding IV (68 @ 31.5 lbs)>	1 lb
Svingli's eye (1/day) <In: Adventurer's sash (3 @ 6.5	6 lbs
Thieves' tools <In: Endless bandolier (77 @ 15 lbs)>	1 lb
Traveler's outfit (Free)	-
Vanishing sheath (empty)	1 lb
Vanishing sheath (empty)	1 lb

Gear

Total Weight Carried: 122.5/175 lbs, Encumbrance Ignored
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Wand of false life <In: Bag of holding IV (68 @ 31.5 lbs)>	-
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Special Abilities

Believer's Boon Domain (Conversion Inquisition)

Deities: Any deity.

Granted Powers: You are a powerful persuader. A honeyed tongue empowered by

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.

[N/A] 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 +6 (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 (120 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/-8 (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/-8 (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: Cheat Death (Ex)

At 19th level, whenever the gunslinger is reduced to 0 or fewer hit points, she can spend all of her remaining grit points (minimum 1) to instead be reduced to 1 hit point.

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

Deed: Death's Shot (True Grit, DC 27) (Ex)

At 19th level, when the gunslinger scores a critical hit, she can spend 1 grit point to deal normal damage, and the target must succeed at a Fortitude saving throw with a DC equal to 10 + 1/2 the gunslinger's level + the gunslinger's Dexterity modifier.

Deed: Evasive (Ex)

At 15th level, when the gunslinger has at least 1 grit point, she gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. She uses her gunslinger level as her rogue level for improved uncanny dodge.

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 (+3 AC/+4 AC prone) (True Grit)

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

Special Abilities

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: Menacing Shot (DC 28) (Ex)

At 15th level, the gunslinger can spend 1 grit point, shoot a firearm into the air, and affect all living creatures within a 30-foot-radius burst as if they were subject to the *fear* spell. The DC of this effect is equal to 10 + 1/2 the gunslinger's level + 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: Slinger's Luck (Ex)

At 15th level, the gunslinger can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The gunslinger must take the result of the second roll, even if it is lower. The deed's

Deed: Stunning Shot (DC 28) (Ex)

At 19th level, when a gunslinger hits a creature, she can spend 2 grit points to stun the creature for 1 round. The creature must make a Fortitude saving throw (the DC = 10 + 1/2 the gunslinger's level + the gunslinger's Wisdom modifier). If the

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 +5d6 (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

Fortification 50%

You have a chance to negate critical hits on attacks.

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 >= 44) (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 (+10, 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.

Special Abilities

Powerful Sneak (Ex)

Whenever a rogue with this talent takes a full-attack action, she can take a -2 penalty on all attack rolls until the start of her next turn. If she does, she can reroll any sneak attack damage dice that result in 1s. She can reroll multiple dice, but she

Quick Shot

Whenever the rogue rolls initiative, she can also make a single attack with a ranged weapon as a swift action. She can use this ability only if she has a weapon in hand and it is loaded (if applicable). If more than one rogue has this talent, their initiative

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

Shadow Duplicate (20 rounds, 5/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 Master (Su)

At 20th level, whenever a shadow scion is in an area of dim light, she gains DR 10/cold iron and a +2 luck bonus on all saving throws. In addition, whenever she confirms a critical hit against a foe that is in an area of dim light, that foe is blinded

Shadow Speaker (2,000 ft. radius, 2/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 (120 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) +10d6

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.

Stand Up (Ex)

A rogue with this ability can stand up from a prone position as a swift action without provoking attacks of opportunity, or as a free action that provokes attacks of opportunity.

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

The Right Spot (1/round) (Ex)

At 20th level, the character can hit an opponent's weak spot effortlessly. Once per round, the character can apply her sneak attack damage to an attack, even if the target is not flanked or denied its Dexterity bonus to AC. This does not allow the

Thundering (DC 14)

A *thundering* weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the

True Grit

At 20th level, a gunslinger picks two deeds that she has access to and that she must spend grit to perform. She can perform these deeds for 1 grit point fewer (minimum 0) than usual. If the number of grit points to perform a deed is reduced to

Tracked Resources

Alchemical cartridge (flare)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Alchemical cartridge (paper)	<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"/>	<input type="checkbox"/>	
Antidote kit (10 uses)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Antitoxin	<input type="checkbox"/>	<input type="checkbox"/>				
Armor Attunement (1/day)	<input type="checkbox"/>					
Augury (always meaningful reply, 3/day)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
Besmara's bones (1/day)	<input type="checkbox"/>					
Cheat Death (1/day)	<input type="checkbox"/>					

Background

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

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

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** - Believer's Boon (feat); Ring of eloquence (equipment); Vanishing sheath (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 (???)
- **Auto Bonus Progression / Auto Bonus Progression (No magic treasure)** - Legendary Ability (special ability); Legendary Body (special ability); Legendary Mind (special ability); Legendary Twin Weapons (special ability)
- **Blood of Shadows** - Shadow Duplicate (special ability)
- **Chronicle of Legends** - Capstone - The Right Spot (archetype)
- **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 / Skull & Shackles / Ultimate Combat / Ultimate Equipment** - Doubleshot pepperbox (weapon)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Pistol (weapon); Firedrake pistol (weapon)
- **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** - Battering Repair (feat); Firearm oil (equipment)
- **Pirates of the Inner Sea** - Cheat Death (trait)
- **Ranged Tactics Toolbox** - Cyclonic (item power)
- **Serpent's Skull** - Elixir of spirit sight (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); Hurricane crown (equipment); Impossible bottle (equipment); Jalhazar's wheel (equipment); Mutineer's bane earring (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); Impact Critical Shot (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); Oil of silence (equipment)
- **Ultimate Equipment** - Antidote kit (equipment); Beneficial