

Varen Galashantar

Male aquatic elf gunslinger (musket master) 3/magus (eldritch archer) 14/slayer (sniper) 11/gestalt 14 - CL14 - CR 41

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	18/22	+4/+6	
CON CONSTITUTION	12/14	+1/+2	
INT INTELLIGENCE	18/22	+4/+6	
WIS WISDOM	15/17	+2/+3	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+17 =	+10	+2	+5			
Elven Immunities: +2 vs. enchantments							

REFLEX (DEXTERITY)	+21 =	+10	+6	+5			
Elven Immunities: +2 vs. enchantments							

WILL (WISDOM)	+17 =	+9	+3	+5			
Elven Immunities: +2 vs. enchantments							

Elven Immunities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 28 =	10	+7		+6		+2	+2	+1

Touch AC	19	Flat-Footed AC	21
		BAB	Strength
		Size	Misc

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

CM Defense	33 =	10	+14	+0	+6	-
		BAB	Strength	Dexterity	Size	

Base Attack	+14	HP	182
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Surfacer Antagonist: +1 vs humans

Initiative	+8	Damage / Current HP	
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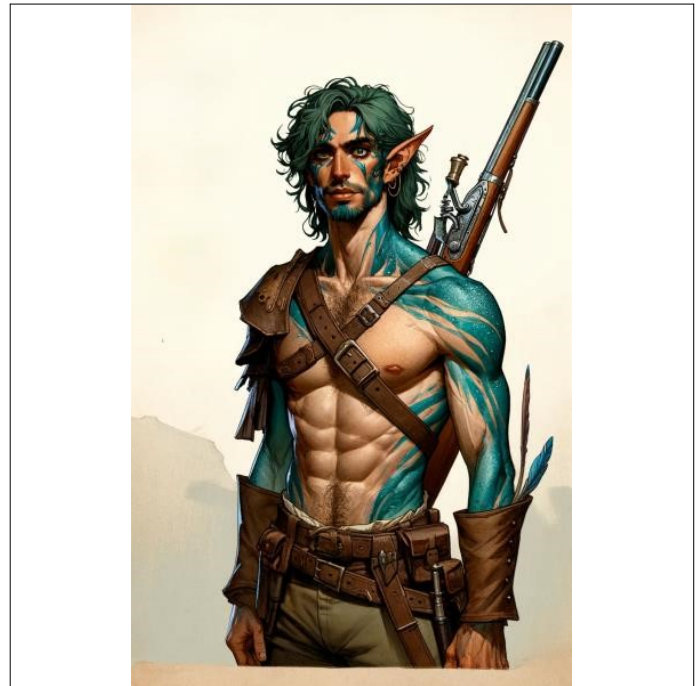
Speed	30 ft
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Masterwork cutlass

Main hand: **+16/+11/+6, 1d6+3 plus** Crit: 18-20/x2
1d6 acid 1-hand, S

Both hands: **+16/+11/+6, 1d6+3 plus**
1d6 acid

Surfacer Antagonist: +1 vs humans



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+17	DEX (6)	8	
Appraise	+10	INT (6)	2	
Bluff	+12	CHA (0)	6	
Climb	+8	STR (0)	5	
Craft (alchemy)	+21	INT (6)	12	
Craft (firearms)	+18	INT (6)	9	
Diplomacy	+6	CHA (0)	6	
Disguise	+7	CHA (0)	1	
Escape Artist	+9	DEX (6)	3	
Fly	+10	DEX (6)	1	
Handle Animal	+5	CHA (0)	2	
Heal	+10	WIS (3)	4	
Intimidate	+14	CHA (0)	6	
Knowledge (arcana)	+18	INT (6)	6	
Knowledge (dungeoneering)	+16	INT (6)	4	
Knowledge (engineering)	+16	INT (6)	4	
Knowledge (geography)	+17	INT (6)	5	
Knowledge (history)	+14	INT (6)	5	
Knowledge (local)	+21	INT (6)	9	
Knowledge (nature)	+14	INT (6)	5	
Knowledge (nobility)	+10	INT (6)	1	
Knowledge (planes)	+16	INT (6)	4	
Knowledge (religion)	+10	INT (6)	1	
Linguistics	+8	INT (6)	2	
Helm of comprehend languages and read magic: +5 Competence bonus to understand messages written in incomplete, archaic, or exotic forms				
Perception	+24	WIS (3)	12	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Profession (sailor)	+13	WIS (3)	6	
Profession (siege engineer)	+10	WIS (3)	4	
🏹Ride	+6	DEX (6)	-	
Sense Motive	+11	WIS (3)	2	
🏹Sleight of Hand	+11	DEX (6)	2	
Spellcraft	+15	INT (6)	6	
🏹Stealth	+17	DEX (6)	5	
Survival	+15	WIS (3)	6	
🏹Swim	+16	STR (0)	5	
Use Magic Device	+3	CHA (0)	3	

Activated Abilities & Adjustments

-2 attack penalty when Spell Combat: Apply Penalty
 Attack Penalty Situational (In-Play): -2
 Deadly Aim -4/+8
 Point-Blank Shot
 Rapid Shot: 1 Extra Attack
 Studied Target +3 (swift action, 3 at a time) (Ex): vs. Target
 Weapon Attacks: Full Attack - ALL
 Weapon Bonus: +3

Feats

Accomplished Sneak Attacker
 Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Deadly Aim -4/+8
 Elven Weapon Proficiencies
 Eschew Materials
 Exotic Weapon Proficiency (Firearms)
 Exotic Weapon Proficiency (Two-Handed Firearms)
 Extra Arcana
 Gunsmithing
 Improved Critical (Musket)
 Martial Weapon Proficiency - All
 Point-Blank Shot
 Precise Shot
 Rapid Reload (Musket)
 Rapid Shot
 Shield Proficiency
 Simple Weapon Proficiency - All
 Snap Shot
 Weapon Focus (Musket)
 Weapon Specialization (Musket)

Traits

Besmara's Blessing (1/week)
 River Sniper

Experience & Wealth

Current Cash: **12,004 gp, 3 sp, 5 cp**

Masterwork dagger

Main hand: **+16/+11/+6, 1d4+3** Crit: 19-20/x2
plus 1d6 acid Rng: 10'
 Light, P/S

Ranged: **+17/+17/+12/+7, 1d4+12**
plus 1d6 acid

Surfacer Antagonist: +1 vs humans

Masterwork silver dagger

Main hand: **+16/+11/+6, 1d4+2** Crit: 19-20/x2
plus 1d6 acid Rng: 10'
 Light, P/S

Ranged: **+17/+17/+12/+7, 1d4+11**
plus 1d6 acid

Surfacer Antagonist: +1 vs humans

Pistol

Ranged: **+16/+16/+11/+6, 1d8+12** Crit: x4
plus 1d6 acid Rng: 20'
 1-hand, B/P

Ranged, both hands:
+16/+16/+11/+6, 1d8+12 plus 1d6 acid

Surfacer Antagonist: +1 vs humans

Pistol

Ranged: **+16/+16/+11/+6, 1d8+12** Crit: x4
plus 1d6 acid Rng: 20'
 1-hand, B/P

Ranged, both hands:
+16/+16/+11/+6, 1d8+12 plus 1d6 acid

Surfacer Antagonist: +1 vs humans

Sharpshooter's blade

Both hands: **+16/+11/+6, 1d6+3 plus 1d6 acid** Crit: x2
 2-hand, P

Surfacer Antagonist: +1 vs humans

Tidewater Cutlass

Main hand: **+16/+11/+6, 1d6+3** Crit: 18-20/x2
plus 1d6 acid 1-hand, S

Both hands: **+16/+11/+6, 1d6+3**
plus 1d6 acid

Surfacer Antagonist: +1 vs humans

Unarmed strike

Main hand: **+15/+10/+5, 1d3+3** Crit: x2
nonlethal plus 1d6 acid Light, B, Nonlethal

Surfacer Antagonist: +1 vs humans

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Attack Penalty Situational (In-Play): -2 Untyped Penalty; Weapon Attacks: Full Attack - ALL.; Weapon Bonus: +3 Wave Cutter

Sourcebooks Used

- **Advanced Class Guide** - Slayer (class); Sniper (archetype)
- **Advanced Player's Guide** - Dragon's Breath (spell); Fire Snake (spell); Hunter's Surprise (special ability)
- **Advanced Player's Guide / Adventurer's Armory / Pirates of the Inner Sea / Skull & Shackles / Ultimate Equipment** - Sharpshooter's blade (weapon)
- **Advanced Race Guide** - Gloomblind Bolts (spell); Undine weaponshaft (item power); Windy Escape (spell)
- **Adventurer's Armory / Ultimate Equipment** - Water purification sponge (equipment)
- **Adventurer's Armory 2 / Pirates of the Inner Sea / Skull & Shackles / Villain Codex** - Cutlass (weapon); Cutlass (weapon)
- **Agents of Evil** - Furious Fire Barrage (spell)
- **Alchemy Manual** - Reagent, black powder (equipment); Reagent, phosphorus (equipment)
- **Blood of the Sea** - Surfacers Antagonist (alternate racial trait)
- **Dirty Tactics Toolbox** - Accomplished Sneak Attacker (feat)
- **Dragonslayer's Handbook** - Dahak's fire (equipment)
- **Dungeoneer's Handbook** - Conjure Deadfall (spell)
- **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); Reach Spellstrike (special ability)
- **Horror Adventures** - Pyrotechnic Eruption (spell)
- **Inner Sea Magic** - Forceful Strike (spell)
- **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** - Pistol (weapon); Powder horn (equipment); Musket (weapon)
- **People of the North / Reign of Winter / Ultimate Wilderness** - Snowball (spell)
- **People of the Stars** - Cosmic Ray (spell)
- **Pirates of the Inner Sea** - River Sniper (trait)
- **Potions & Poisons** - Phase Step (spell)
- **Psychic Anthology** - Telekinetic Strikes (spell)
- **Ranged Tactics Toolbox** - Cyclonic (item power)
- **Skull & Shackles** - Besmara's Blessing (trait)
- **Ultimate Combat** - Firearm Training (special ability); Ghost Blade (special ability); Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat); Musket Master (archetype); Snap Shot (feat)
- **Ultimate Combat / Ultimate Equipment** - Alchemical cartridge (paper) (weapon); Dry load powder horn (equipment); Far-reaching sight (equipment)
- **Ultimate Equipment** - Beneficial bandolier (equipment); Deliquescent gloves (equipment); Endless bandolier (equipment); Mess kit (equipment); Seaborne (item power)
- **Ultimate Intrigue** - Quieting Weapons (spell)
- **Ultimate Magic** - Arcana Theft (spell); Empowered Magic