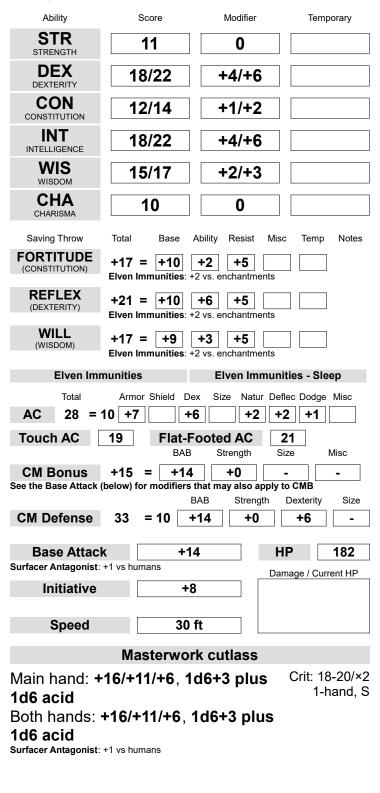
# Varen Galashantar

#### 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 Ib.**; Eyes: **Green**; Hair: **Green**; Skin: **Tanned** 







Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+17	DEX (6)	8	
Appraise	+10	INT (6)	2	
Bluff	+12	CHA (0)	6	
<b>⊍</b> Climb	+8	STR (0)	5	
Craft (alchemy)	+21	INT (6)	12	
<sup>T</sup> Craft (firearms)	+18	INT (6)	9	
Diplomacy	+6	CHA (0)	6	
Disguise	+7	CHA (0)	1	
<b>U</b> Escape Artist	+9	DEX (6)	3	
<b>9</b> 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				

+24

WIS (3)

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Perception

	Skills			
Skill Name	Total	Ability	Ranks	Temp
Profession (sailor)	+13	WIS (3)	6	
Profession (siege engineer)	+10	WIS (3)	4	
<b>V</b> Ride	+6	DEX (6)	-	
Sense Motive	+11	WIS (3)	2	
Sleight of Hand	+11	DEX (6)	2	
Spellcraft	+15	INT (6)	6	
<b>♥</b> Stealth	+17	DEX (6)	5	
Survival	+15	WIS (3)	6	
<b>⊍</b> 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: <b>+16/+11/+6</b> , <b>1d4+3</b> plus 1d6 acid	Crit: 19-20/×2 Rng: 10' Light, P/S	
Ranged: +17/+17/+12/+7, 1d4+12 plus 1d6 acid Surfacer Antagonist: +1 vs humans		
Masterwork silver dag	ger	
Main hand: <b>+16/+11/+6</b> , <b>1d4+2</b> plus 1d6 acid	Crit: 19-20/×2 Rng: 10' Light, P/S	
Ranged: <b>+17/+17/+12/+7</b> , <b>1d4+11</b> <b>plus 1d6 acid</b> Surfacer Antagonist: +1 vs humans		
Pistol		
Ranged: <b>+16/+16/+11/+6</b> , <b>1d8+12</b> <b>plus 1d6 acid</b> Ranged, both hands:	2 Crit: ×4 Rng: 20' 1-hand, B/P	
+16/+16/+11/+6, 1d8+12 plus 1d	6	
acid Surfacer Antagonist: +1 vs humans	•	
Pistol		
Ranged: +16/+16/+11/+6, 1d8+12 plus 1d6 acid	2 Crit: ×4 Rng: 20' 1-hand, B/P	
Ranged, both hands: +16/+16/+11/+6, 1d8+12 plus 1d acid	6	
Surfacer Antagonist: +1 vs humans	-	
Sharpshooter's blad		
Both hands: +16/+11/+6, 1d6+3 p 1d6 acid Surfacer Antagonist: +1 vs humans	olus Crit: ×2 2-hand, P	
Tidewater Cutlass		
Main hand: <b>+16/+11/+6</b> , <b>1d6+3</b> plus 1d6 acid	Crit: 18-20/×2 1-hand, S	
Both hands: +16/+11/+6, 1d6+3 plus 1d6 acid Surfacer Antagonist: +1 vs humans		
Unarmed strike		
Main hand: <b>+15/+10/+5</b> , <b>1d3+3</b> nonlethal plus 1d6 acid Surfacer Antagonist: +1 vs humans	Crit: ×2 Light, B, Nonlethal	

# **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

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Wave Cutter		Gear	
	t: 19-20/×4		
rangea. Ter ter three, term	Rng: 80'	Total Weight Carried: 114/115 lbs, Encumbe	erance
plus 1d6 acid	-hand, B/P	Ignored	ha)
Ranged, both hands:	, -	(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 l Torch x10	<b>bs)</b> 1 lb
+20/+20/+15/+10, 1d12+17 plus 1d6		Trail rations x5	1 lb
acid		Wand of lightning bolt (CL 5)	-
Surfacer Antagonist: +1 vs humans		Wand of mirror image (23 charges)	-
Mithral shirt		Wand of shield (CL 3rd, 30 charges)	-
Max Dex: +6, Armo	or Check: -	Wand of summon monster IV	-
	10%, Light	Wand of summon nature's ally ii (12 charges)	-
	-	Water purification energy x10 5	- 1 lb
		Water purification sponge x10 🔨 Waterskin	4 lbs
Gear		Wave Cutter	9 lbs
Total Weight Carried: 114/115 lbs, Encum	berance		
Ignored		Special Abilities	
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115	ibs)	-2 attack penalty when Spell Combat Accuracy (Ex)	
Alchemical cartridge (paper)	-	Amphibious (Ex)	
Alchemist's fire	1 lb	Aquatic Mastery	
Artisan's outfit (Free)	-	Arcane Pool +4 (13/day) (Su)	
Backpack (empty)	2 lbs	Cyclonic	
Bedroll Belt pouch (comptu)	5 lbs	Deadly Sniper +11 (Ex)	
Belt pouch (empty) Beneficial bandolier (empty)	0.5 lbs 2 lbs	Deed: Deadeye (Ex)	
Dahak's fire x11 1	0.5 lbs	Deed: Fast Musket (Ex)	
Deliquescent gloves	1 lb	Deed: Gunslinger Initiative (Ex)	
Dry load powder horn (empty)	1 lb	Deed: Pistol-Whip (Ex) Deed: Quick Clear (Ex)	
Endless bandolier (empty)	2 lbs	Deed: Steady Aim (Ex)	
Far-reaching sight	1 lb	Empowered Magic (1/day) (Su)	
Flint and steel	-	Ghost Blade (Su)	
Gunsmith's kit	2 lbs	Greater Spell Combat (Ex)	
Helm of comprehend languages and read magic lnk, black	3 lbs	Grit (Ex)	
Inkpen	_	Hunter's Surprise (1/day) (Ex)	
Masterwork cutlass	4 lbs	Improved Spell Recall (Su) Knowledge Pool (Su)	
Masterwork dagger	1 lb	Low-Light Vision	
Masterwork silver dagger	1 lb	Maximized Magic (1/day) (Su)	
Mess kit	1 lb	Ranged Spell Čombat (Éx)	
Mithral shirt	10 lbs	Ranged Spellstrike (Su)	
Money Pearl of power (3rd level, 1/day)	-	Ranged Weapon Bond (- custom / magic weapon -	[0 @ 1
Pirate lord's patch (1/day)	-	Reach Spellstrike (Su)	
Pistol	4 lbs	[N/A] Seaborne Sneak Attack +4d6	
Pistol	4 lbs	Spellstrike (Su)	
Pot	4 lbs	Studied Target +3 (swift action, 3 at a time) (Ex)	
Potion of cure moderate wounds x3	-	Surfacer Antagonist	
Potion of fox's cunning	- 1 lb	Swift Tracker (Ex)	
Powder horn (empty) Reagent, black powder	1 lb	Swim (30 feet)	
Reagent, phosphorus	_	Wand Wielder (Su)	
Rope	10 lbs	Water Breathing	
Scroll of knock	-	Tracked Resources	
Sharpshooter's blade <in: cutter="" wave=""></in:>	1 lb	Alchemical cartridge (paper)	
Slippers of spider climbing (10 minutes/day)	0.5 lbs	Alchemist's fire	
Soap	0.5 lbs		
Spell component pouch x2	2 lbs	Arcane Pool +4 (13/day) (Su)	
Tidewater Cutlass Tindertwig x2	4 lbs		_
This of two Az	-	Armor Attunement (1/day)	

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Tracked Resources		Languages		
Besmara's Blessing (1/week)		Celestial	Infernal	
Dahak's fire		Common	Sylvan	
		Spells & Power	S	
Empowered Magic (1/day) (Su)		Magus (Eldritch Archer) spells memo	orized (CL 1/th:	
Grit Pool (3/day)		concentration +20)		
Hunter's Surprise (1/day) (Ex)		Melee Touch +15 Ranged Touch +2		
Masterwork dagger		<b>5th</b> —cone of cold (DC 21), cosmic ray	(DC 21), teleport	
Masterwork silver dagger		<b>4th</b> —arcana theft <sup>UM</sup> , black tentacles, di greater invisibility, stoneskin	mension door,	
Maximized Magic (1/day) (Su)		<b>3rd</b> —fireball (DC 19), gloomblind bolts <sup>4</sup>	<sup>RG</sup> (DC 19), <i>haste</i> .	
Pearl of power (3rd level, 1/day)		phase step, vampiric touch	(,	
Pirate lord's patch (1/day)		2nd—acid arrow, blur, glitterdust (DC 1	8), invisibility,	
Potion of cure moderate wound	s 🔲	scorching ray (2), telekinetic strikes <b>1st</b> —enlarge person (DC 17), magic m	issile ray of	
Potion of fox's cunning		enfeeblement (DC 17), shocking grasp		
Reagent, black powder		windy escape <sup>ARG</sup>		
Reagent, phosphorus		<b>0th (at will)</b> —acid splash, daze (DC 16		
See Invisibility (5 min, 1/day)		16), light, prestidigitation, ray of frost, re	ad magic	
Slippers of spider climbing (10 minutes/day)		History		
Studied Target +3 (swift action,	3 at a time) (Ex) $\Box \Box \Box$	Homeland: Unusual Homeland (Se	a)	
Tindertwig		Parents: Both Dead	,	
Torch		Siblings: None		
Trail rations		<b>Circumstance of Birth</b> : Marked by	the Gods	
Wand of lightning bolt (CL 5)		Parent's Profession: Tradespeople		
		Childhood: Magical Gift	-	
		Influential Associate: The Seer		
		Moral Conflict: Minor Theft: 2		
Wand of mirror image (23 charges)		Theme: Magic Scarred (Tragic)		
		meme. Mayic Scarred (Trayic)		
Wand of shield (CL 3rd, 30 charges)				
Wand of summon monster IV				
Wand of summon nature's ally ii (12 charges)				
Wand of summon nature's any if (12 charges)	$\square\square\square\square\square\square\square\square\square\square\square\square$			
Wand of web	$\Box$			
Weapon Attunement (1/day)				
Langua	Languages			
Aboleth	Cyclops			
Aklo	Draconic			
Aquan	Elven			

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# 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 Surfacer 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)
- Illtimate Manic Arcana Theft (snell): Emnowered Manic

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