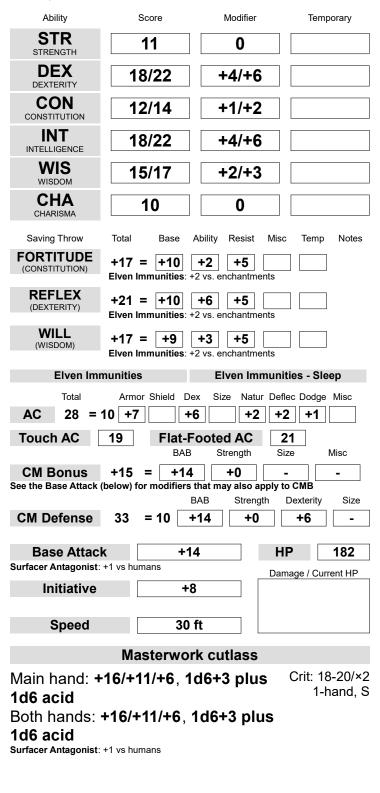
# Varen Galashantar

#### 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<br>bonus to understand messages written in incomplete, archaic, or exotic<br>forms |       |         |       |      |

+24

WIS (3)

12

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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><br>plus 1d6 acid  | Crit: 19-20/×2<br>Rng: 10'<br>Light, P/S |  |
| Ranged: +17/+17/+12/+7, 1d4+12<br>plus 1d6 acid<br>Surfacer Antagonist: +1 vs humans                        |  |  |
| Masterwork silver dag   | ger                                      |  |
| Main hand: <b>+16/+11/+6</b> , <b>1d4+2</b><br>plus 1d6 acid  | Crit: 19-20/×2<br>Rng: 10'<br>Light, P/S |  |
| Ranged: <b>+17/+17/+12/+7</b> , <b>1d4+11</b><br><b>plus 1d6 acid</b><br>Surfacer Antagonist: +1 vs humans  |  |  |
| Pistol  |  |  |
| Ranged: <b>+16/+16/+11/+6</b> , <b>1d8+12</b><br><b>plus 1d6 acid</b><br>Ranged, both hands:                | 2 Crit: ×4<br>Rng: 20'<br>1-hand, B/P    |  |
| +16/+16/+11/+6, 1d8+12 plus 1d  | 6  |  |
| acid<br>Surfacer Antagonist: +1 vs humans   | •  |  |
| Pistol  |  |  |
| Ranged: +16/+16/+11/+6, 1d8+12<br>plus 1d6 acid   | 2 Crit: ×4<br>Rng: 20'<br>1-hand, B/P    |  |
| Ranged, both hands:<br>+16/+16/+11/+6, 1d8+12 plus 1d<br>acid   | 6  |  |
| Surfacer Antagonist: +1 vs humans   | -  |  |
| Sharpshooter's blad   |  |  |
| Both hands: +16/+11/+6, 1d6+3 p<br>1d6 acid<br>Surfacer Antagonist: +1 vs humans                            | olus Crit: ×2<br>2-hand, P               |  |
| Tidewater Cutlass   |  |  |
| Main hand: <b>+16/+11/+6</b> , <b>1d6+3</b><br>plus 1d6 acid  | Crit: 18-20/×2<br>1-hand, S              |  |
| Both hands: +16/+11/+6, 1d6+3<br>plus 1d6 acid<br>Surfacer Antagonist: +1 vs humans                         |  |  |
| Unarmed strike  |  |  |
| Main hand: <b>+15/+10/+5</b> , <b>1d3+3</b><br>nonlethal plus 1d6 acid<br>Surfacer Antagonist: +1 vs humans | Crit: ×2<br>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<br>Torch x10 | <b>bs)</b><br>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                           | -<br>1 lb          |
|  |                  | Water purification sponge x10 🔨<br>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<br>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<br>Belt pouch (comptu)                         | 5 lbs            | Deadly Sniper +11 (Ex)                                    |                    |
| Belt pouch (empty)<br>Beneficial bandolier (empty)     | 0.5 lbs<br>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)<br>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)<br>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<br>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<br>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                                | -<br>1 lb        | Swift Tracker (Ex)  |                    |
| Powder horn (empty)<br>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<br>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<br><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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