

Varen Galashantar

Male aquatic elf gunslinger (musket master) 3/magus (eldritch archer) 20/slayer (sniper) 17/gestalt 20 - CL20 - CR 59

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	11/17	0/+3	
DEX DEXTERITY	18/24	+4/+7	
CON CONSTITUTION	12/18	+1/+4	
INT INTELLIGENCE	20/26	+5/+8	
WIS WISDOM	16/22	+3/+6	
CHA CHARISMA	10/14	0/+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+22 =	+13	+4	+5			
Elven Immunities: +2 vs. enchantments							

REFLEX (DEXTERITY)	+25 =	+13	+7	+5			
Elven Immunities: +2 vs. enchantments							

WILL (WISDOM)	+23 =	+12	+6	+5			
Elven Immunities: +2 vs. enchantments							

Damage Reduction (10/adamantine [130])	Elven Immunities - Sleep						
Elven Immunities							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 38 =	10	+9	+2	+6		+5	+5	+1

Touch AC 22	Flat-Footed AC 31		
BAB	Strength	Size	Misc

CM Bonus +28 =	+20	+3	-	-
See the Base Attack (below) for modifiers that may also apply to CMB				

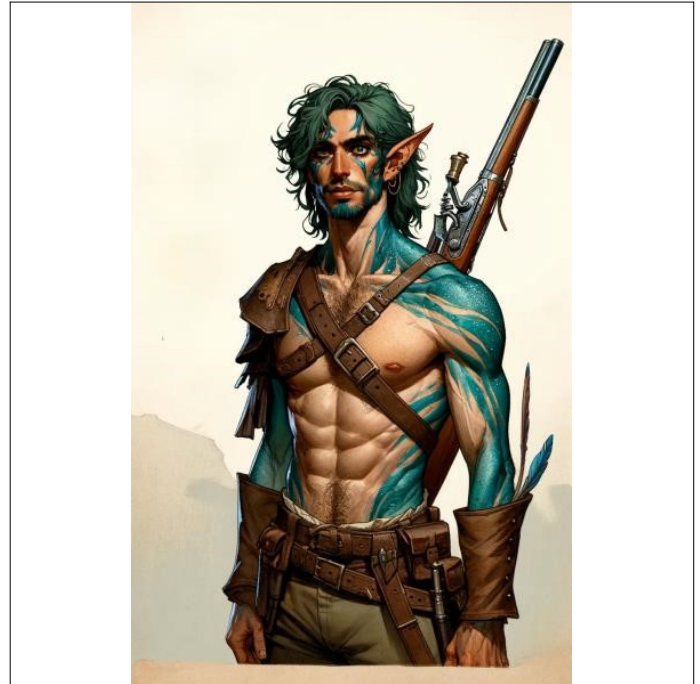
CM Defense 46 =	10	+20	+3	+7	-
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Base Attack +20	HP 300
Surfacer Antagonist: +1 vs humans	

Initiative +9	Damage / Current HP
Speed 30 ft	

Masterwork cutlass

Main hand: **+29/+24/+19/+14, 1d6+7** Crit: 18-20/x2
plus 6d6 sneak attack and 1d6 acid 1-hand, S
 Both hands: **+29/+24/+19/+14, 1d6+8**
plus 6d6 sneak attack and 1d6 acid
 Surfacer Antagonist: +1 vs humans



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+21	DEX (7)	11	
Appraise	+13	INT (8)	5	
Bluff	+17	CHA (2)	8	
Climb	+14	STR (3)	8	
Craft (alchemy)	+23	INT (8)	12	
Craft (firearms)	+22	INT (8)	11	
Diplomacy	+13	CHA (2)	11	
Disable Device	+15	DEX (7)	6	
Disguise	+14	CHA (2)	5	
Escape Artist	+13	DEX (7)	6	
Fly	+16	DEX (7)	6	
Handle Animal	+11	CHA (2)	6	
Heal	+14	WIS (6)	5	
Intimidate	+14	CHA (2)	5	
Knowledge (arcana)	+22	INT (8)	7	
Knowledge (dungeoneering)	+21	INT (8)	6	
Knowledge (engineering)	+21	INT (8)	6	
Knowledge (geography)	+21	INT (8)	6	
Knowledge (history)	+20	INT (8)	8	
Knowledge (local)	+25	INT (8)	10	
Knowledge (nature)	+20	INT (8)	8	
Knowledge (nobility)	+20	INT (8)	8	
Knowledge (planes)	+21	INT (8)	6	
Knowledge (religion)	+19	INT (8)	7	
Linguistics	+11	INT (8)	3	

Helm of comprehend languages and read magic: +5 Competence bonus to understand messages written in incomplete, archaic, or exotic forms

Skills				
Skill Name	Total	Ability	Ranks	Temp
Perception	+30	WIS (6)	14	
Perform (sing)	+9	CHA (2)	7	
Profession (sailor)	+19	WIS (6)	9	
Profession (siege engineer)	+18	WIS (6)	9	
 Ride	+14	DEX (7)	4	
Sense Motive	+19	WIS (6)	6	
 Sleight of Hand	+16	DEX (7)	6	
<small>Vanishing sheath (empty): +4 vs. Perception of someone observing or frisking you in search of a weapon in the sheath</small>				
Spellcraft	+19	INT (8)	8	
 Stealth	+21	DEX (7)	7	
Survival	+20	WIS (6)	7	
 Swim	+21	STR (3)	7	
Use Magic Device	+12	CHA (2)	10	

Activated Abilities & Adjustments

-2 attack penalty when Spell Combat: Apply Penalty
 Attack Bonus: +1
 Attack Penalty Situational (In-Play): -2
 Deadly Aim -6/+12
 Point-Blank Shot
 Quarry (Ex): Quarry: Apply to-hit bonus
 Rapid Shot: 1 Extra Attack
 River Sniper: Onboard Ship
 Sneak Attack +6d6: Add Damage
 Stoneskin: 10/adamantine (130 HP remaining): 180
 Studied Target +4 (swift action, 4 at a time) (Ex): vs. Target
 Weapon Bonus: +5
 Weapon Bonus: +5

Feats

Accomplished Sneak Attacker
 Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Deadly Aim -6/+12
 Elven Weapon Proficiencies
 Eschew Materials
 Exotic Weapon Proficiency (Firearms)
 Exotic Weapon Proficiency (Two-Handed Firearms)
 Extra Arcana
 Far Shot
 Greater Snap Shot
 Greater Weapon Focus (Musket)
 Gunsmithing
 Improved Critical (Musket)
 Improved Snap Shot
 Martial Weapon Proficiency - All
 Point-Blank Shot
 Precise Shot
 Rapid Reload (Musket)
 Rapid Shot

Experience & Wealth

Current Cash: **31,755 gp, 3 sp, 5 cp**

Feats

Shield Proficiency
 Simple Weapon Proficiency - All
 Snap Shot
 Weapon Focus (Musket)
 Weapon Specialization (Musket)

Traits

Besmara's Blessing (1/week)
 River Sniper

Masterwork dagger

Main hand: **+30/+25/+20/+15**, Crit: 19-20/x2
1d4+7 plus 6d6 sneak attack and 1d6 acid Rng: 10'
 Light, P/S

Ranged: **+29, 1d4+20 plus 6d6 sneak attack and 1d6 acid**

Surfacer Antagonist: +1 vs humans

Masterwork silver dagger

Main hand: **+30/+25/+20/+15**, Crit: 19-20/x2
1d4+6 plus 6d6 sneak attack and 1d6 acid Rng: 10'
 Light, P/S

Ranged: **+29, 1d4+19 plus 6d6 sneak attack and 1d6 acid**

Surfacer Antagonist: +1 vs humans

Pistol

Ranged: **+28, 1d8+17 plus 6d6 sneak attack and 1d6 acid** Crit: x4
 Rng: 20'
 1-hand, B/P

Ranged, both hands: **+28, 1d8+17 plus 6d6 sneak attack and 1d6 acid**

Surfacer Antagonist: +1 vs humans

Pistol

Ranged: **+28, 1d8+17 plus 6d6 sneak attack and 1d6 acid** Crit: x4
 Rng: 20'
 1-hand, B/P

Ranged, both hands: **+28, 1d8+17 plus 6d6 sneak attack and 1d6 acid**

Surfacer Antagonist: +1 vs humans

Sharpshooter's blade

Both hands: **+29/+24/+19/+14, 1d6+8** Crit: x2
plus 6d6 sneak attack and 1d6 acid 2-hand, P
Surfacer Antagonist: +1 vs humans

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Attack Bonus: +1 Untyped Bonus; Attack Penalty Situational (In-Play): -2 Untyped Penalty; Stoneskin: 10/adamantine (130 HP remaining): 180; Weapon Bonus: +5 Wave Cutter ; Weapon Bonus: +5 Wave Cutter

Tidewater Cutlass

Main hand: **+29/+24/+19/+14, 1d6+7** Crit: 18-20/x2
plus 6d6 sneak attack and 1d6 acid 1-hand, S

Both hands: **+29/+24/+19/+14,**
1d6+8 plus 6d6 sneak attack and
1d6 acid

Surfacer Antagonist: +1 vs humans

Unarmed strike

Main hand: **+28/+23/+18/+13,** Crit: x2
1d3+7 nonlethal plus 6d6 Light, B, Nonlethal
sneak attack and 1d6 acid

Surfacer Antagonist: +1 vs humans

Wave Cutter

Ranged: **+34/+34/+29/+24/+19,** Crit: 19-20/x4
1d12+29 plus 6d6 sneak attack Rng: 80'
and 1d6 acid and 2d6 2-hand, B/P

Ranged, both hands:
+38/+38/+33/+28/+23, 1d12+29 plus
6d6 sneak attack and 1d6 acid and
2d6

Surfacer Antagonist: +1 vs humans

Mithral shirt

+9

Max Dex: +6, Armor Check: -
 Spell Fail: 10%, Light

Gear

Total Weight Carried: 119/260 lbs, Encumbrance Ignored

(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Alchemical cartridge (paper) <In: Wave Cutter >	-
Alchemist's fire	1 lb
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Beneficial bandolier (empty)	2 lbs
Dahak's fire x11 ↖	0.5 lbs
Deliquescent gloves	1 lb
Dry load powder horn (empty)	1 lb
Endless bandolier (empty)	2 lbs
Far-reaching sight	1 lb
Flint and steel	-
Gunsmith's kit	2 lbs
Helm of comprehend languages and read magic	3 lbs
Horn of the tritons (1/day)	2 lbs
Ink, black	-
Inkpen	-
Mariner's eyepatch	-
Masterwork cutlass	4 lbs
Masterwork dagger	1 lb
Masterwork silver dagger	1 lb
Mess kit	1 lb

Gear

Total Weight Carried: 119/260 lbs, Encumbrance Ignored

(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Mithral shirt	10 lbs
Money	-
Oil of silence x8	-
Pearl of power (3rd level, 1/day)	-
Pistol	4 lbs
Pistol	4 lbs
Pot	4 lbs
Potion of cure moderate wounds x3	-
Potion of fox's cunning	-
Powder horn (empty)	1 lb
Reagent, black powder	-
Reagent, phosphorus	-
Ring of force shield	-
Ring of wizardry I	-
Rope	10 lbs
Scroll of knock	-
Sharpshooter's blade <In: Wave Cutter >	1 lb
Slippers of spider climbing (10 minutes/day)	0.5 lbs
Soap	0.5 lbs
Spell component pouch x2	2 lbs
Thieves' tools, masterwork	2 lbs
Tidewater Cutlass	4 lbs
Tindertwig x2	-
Torch x10	1 lb
Trail rations x5	1 lb
Vanishing sheath (empty)	1 lb
Wand of fly (11 charges)	-
Wand of lightning bolt (CL 5)	-
Wand of mirror image (23 charges)	-
Wand of shield (CL 3rd, 30 charges)	-
Wand of summon monster IV	-
Wand of summon nature's ally ii (12 charges)	-
Wand of web	-
Water purification sponge x10 ↖	1 lb
Waterskin	4 lbs
Wave Cutter	9 lbs

Special Abilities

-2 attack penalty when Spell Combat
 Accuracy (Ex)
 Amphibious (Ex)
 Aquatic Mastery
 Arcane Pool +5 (18/day) (Su)
 Bane (Humans)
 Cloying Shades (DC 30) (Su)
 Cyclonic
 Deadly Range +10 (Ex)
 Deadly Sniper +17 (Ex)
 Deed: Deadeye (Ex)
 Deed: Fast Musket (Ex)
 Deed: Gunslinger Initiative (Ex)
 Deed: Pistol-Whip (Ex)
 Deed: Quick Clear (Ex)
 Deed: Steady Aim (Ex)
 Empowered Magic (1/day) (Su)
 Evasion (Ex)

Languages

Aklo	Draconic
Aquan	Elven
Azlanti	Infernal
Celestial	Sahaugin
Common	Sylvan

Spells & Powers

Magus (Eldritch Archer) spells memorized (CL 20th; concentration +28)

Melee Touch +28 **Ranged Touch** +34

6th—*chain lightning* (DC 24), *disintegrate* (DC 24), *flesh to stone* (DC 24), *hellfire ray*, *true seeing*, *umbral strike* (DC 24)

5th—*cone of cold* (DC 23), *corrosive consumption*^{UM}, *cosmic ray* (DC 23), *fire snake*^{APG} (DC 23), *teleport*, *wall of force*

4th—*arcana theft*^{UM}, *black tentacles*, *dimension door*, *greater invisibility*, *phantasmal killer* (DC 22), *pyrotechnic eruption*^{HA} (DC 22), *stoneskin*

3rd—*displacement*, *fireball* (DC 21), *gloomblind bolts*^{ARG} (DC 21), *haste*, *lightning bolt* (DC 21), *phase step*, *vampiric touch*

2nd—*acid arrow*, *blur*, *glitterdust* (DC 20), *gust of wind* (DC 20), *invisibility*, *minor image* (DC 20), *scorching ray*

1st—*burning hands* (DC 19), *enlarge person* (2, DC 19), *feather fall*, *magic missile*, *ray of enfeeblement* (DC 19), *shield*, *shocking grasp* (2), *snowball*^{UW}, *windy escape*^{ARG} (2)

0th (at will)—*acid splash*, *daze* (DC 18), *disrupt undead*, *ghost sound* (DC 18), *light*, *prestidigitation*, *ray of frost*, *read magic*

History

Homeland: Unusual Homeland (Sea)

Parents: Both Dead

Siblings: None

Circumstance of Birth: Marked by the Gods

Parent's Profession: Tradespeople

Childhood: Magical Gift

Influential Associate: The Seer

Moral Conflict: Minor Theft: 2

Theme: Magic Scarred (Tragic)

Sourcebooks Used

- **Advanced Class Guide** - Slayer (class); Sniper (archetype); Vanishing sheath (equipment)
- **Advanced Player's Guide** - Contagious Flame (spell); 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** - Chains of Fire (spell); 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)
- **Auto Bonus Progression / Auto Bonus Progression (No magic treasure)** - Legendary Ability (special ability); Legendary Body (special ability); Legendary Body 2 (special ability); Legendary Mind (special ability); Legendary Weapon (special ability)
- **Blood of Shadows** - Cloying Shades (special ability); Umbral Strike (spell)
- **Blood of the Sea** - Surfacers Antagonist (alternate racial trait)
- **Book of the Damned / Book of the Damned 1: Princes of Darkness** - Hellfire Ray (spell)
- **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 Races / Inner Sea World Guide** - Azlanti (language)
- **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** - Beorn's Blessing (trait); Mariner's