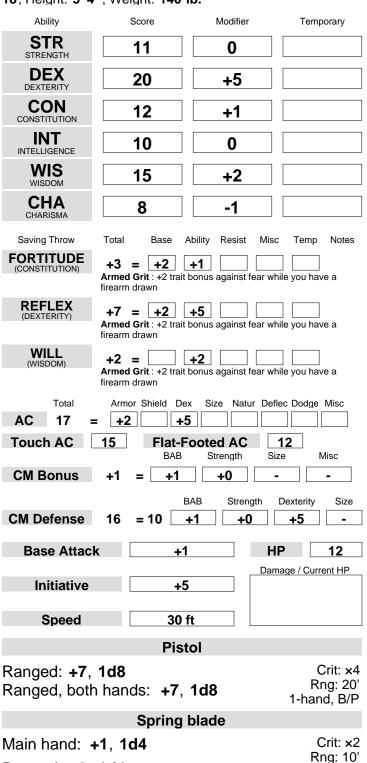
# **Andreo**

Human (mwangi) gunslinger (pistolero) 1 - CR 1/2 Chaotic Neutral Humanoid (Human); Deity: Gozreh; Age: 18; Height: 5' 4"; Weight: 140 lb.



Ranged: +6, 1d4





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (5)	-	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+0	STR (0)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+5	DEX (5)	-	
<b>U</b> Fly	+5	DEX (5)	-	
Heal	+2	WIS (2)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (local)	+4	INT (0)	1	
Perception	+6	WIS (2)	1	
Profession (sailor)	+6	WIS (2)	1	
<sup>ℚ</sup> Ride	+5	DEX (5)	-	
Sense Motive	+2	WIS (2)	-	
<sup>U</sup> Stealth	+5	DEX (5)	-	
Survival	+6	WIS (2)	1	
<sup>10</sup> Swim	+4	STR (0)	1	

## **Feats**

Armor Proficiency (Light) Exotic Weapon Proficiency (One-Handed Firearms) Gunsmithing Martial Weapon Proficiency - All

Rapid Reload (Pistol)

Simple Weapon Proficiency - All

Weapon Focus (Pistol)

### **Traits**

Armed Grit River Sniper

# **Special Abilities**

Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)

Deed: Quick Clear (Ex)

Deed: Up Close and Deadly +1d6 (Ex)

Grit (Ex)

Light, P/S

# Leather armor

+2

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

# **Experience & Wealth**

Current Cash: 146 gp

#### Gear

# Total Weight Carried: 66.5/130 lbs, Encumberance Ignored

(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

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Artisan's outfit (Free)	-
Backpack, masterwork (24 @ 42 lbs)	4 lbs
Bedroll < In: Backpack, masterwork (24 @ 42 lbs)>	5 lbs
Belt pouch (1 @ 1 lbs)	0.5 lbs
Flint and steel <in: (24="" 42="" @="" backpack,="" li<="" masterwork="" td=""><td>bs)&gt; -</td></in:>	bs)> -
Gunsmith's kit < In: Backpack, masterwork (24 @ 42	2 lbs
Leather armor	15 lbs
Mess kit <in: (24="" 42="" @="" backpack,="" lbs)="" masterwork=""></in:>	1 lb
Money <in: (24="" 42="" @="" backpack,="" lbs)="" masterwork=""></in:>	-
Pistol	4 lbs
Pot <in: (24="" 42="" @="" backpack,="" lbs)="" masterwork=""></in:>	4 lbs
Powder horn (empty) < In: Backpack, masterwork (24	@ 1 lb
Rope <in: (24="" 42="" @="" backpack,="" lbs)="" masterwork=""></in:>	10 lbs
Spring blade <in: (1="" 1="" @="" belt="" lbs)="" pouch=""></in:>	1 lb
Torch x10 <in: (24="" 42="" @="" backpack,="" lbs)="" masterwork=""></in:>	1 lb
Trail rations x5 < In: Backpack, masterwork (24 @ 42	1 lb
Waterskin < In: Backpack, masterwork (24 @ 42 lbs)>	4 lbs

# **Tracked Resources**

Grit Pool (2/day)	
Spring blade	
Torch	
Trail rations	

# Languages

Common Polyglot

# Sourcebooks Used

- Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment - Backpack, masterwork (equipment)
- Inner Sea Races / Inner Sea World Guide Mwangi (race option); Polyglot (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)
- Pirates of the Inner Sea River Sniper (trait)
- Ultimate Combat Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat); Pistolero (archetype)
- **Ultimate Equipment** Mess kit (equipment)
- Ultimate Intrigue Spring blade (weapon)
- Weapon Master's Handbook Armed Grit (trait)