

Andreo

Human (mwangi) gunslinger (pistolero) 1 - CR 1/2

Chaotic Neutral Humanoid (Human); Deity: **Gozreh**; Age:

18; Height: 5' 4"; Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	15	+2	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
	Armed Grit : +2 trait bonus against fear while you have a firearm drawn						
REFLEX (DEXTERITY)	+7	=	+2	+5			
	Armed Grit : +2 trait bonus against fear while you have a firearm drawn						
WILL (WISDOM)	+2	=		+2			
	Armed Grit : +2 trait bonus against fear while you have a firearm drawn						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+2		+5				
Touch AC 15								
CM Bonus +1	=	+1	+0	-	-			

CM Defense	16	=	10	BAB	Strength	Dexterity	Size
				+1	+0	+5	-

Base Attack	+1	HP	12
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Initiative	+5	Damage / Current HP	
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Speed	30 ft		
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Pistol

Ranged: **+7, 1d8** Crit: x4
 Ranged, both hands: **+7, 1d8** Rng: 20'
 1-hand, B/P

Spring blade

Main hand: **+1, 1d4** Crit: x2
 Ranged: **+6, 1d4** Rng: 10'
 Light, P/S



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)	-	
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	
Ride	+5	DEX (5)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+5	DEX (5)	-	
Survival	+6	WIS (2)	1	
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)

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, Encumbrance Ignored

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

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: Backpack, masterwork (24 @ 42 lbs)>	-
Gunsmith's kit <In: Backpack, masterwork (24 @ 42 lbs)>	2 lbs
Leather armor	15 lbs
Mess kit <In: Backpack, masterwork (24 @ 42 lbs)>	1 lb
Money <In: Backpack, masterwork (24 @ 42 lbs)>	-
Pistol	4 lbs
Pot <In: Backpack, masterwork (24 @ 42 lbs)>	4 lbs
Powder horn (empty) <In: Backpack, masterwork (24 @ 42 lbs)>	1 lb
Rope <In: Backpack, masterwork (24 @ 42 lbs)>	10 lbs
Spring blade <In: Belt pouch (1 @ 1 lbs)>	1 lb
Torch x10 <In: Backpack, masterwork (24 @ 42 lbs)>	1 lb
Trail rations x5 <In: Backpack, masterwork (24 @ 42 lbs)>	1 lb
Waterskin <In: Backpack, masterwork (24 @ 42 lbs)>	4 lbs

Tracked Resources

Grit Pool (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Spring blade	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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)