

Kasmira de la Torre

Female human gunslinger (pistolero) 10/unchained
 rogue (shadow scion) 10/gestalt 10 - CL10 - CR 29
 Chaotic Neutral Humanoid (Human); Deity: **Besmara**; Age:
18; Height: **5' 5"**; Weight: **140 lb.**; Eyes: **Brown**; Hair:
Brown; Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18/20	+4/+5	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	16	+3	
CHA CHARISMA	11/13	0/+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+7	+2	+3			
Black Powder Fortune: +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm							

REFLEX (DEXTERITY)	+15 =	+7	+5	+3			
Danger Sense: +3 bonus vs. traps, Black Powder Fortune: +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm							

WILL (WISDOM)	+9 =	+3	+3	+3			
Black Powder Fortune: +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 26 =	+5		+5		+1	+2	+3	

Touch AC 20	Flat-Footed AC 18
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Danger Sense: +3 bonus vs. traps

CM Bonus	BAB	Dexterity	Size	Misc
+15 =	+10	+5	-	-

CM Defense	BAB	Strength	Dexterity	Size
30 = 10	+10	+0	+5	-
See the AC section (above) for situational modifiers that may also apply to CMD				

Base Attack	+10	HP	130
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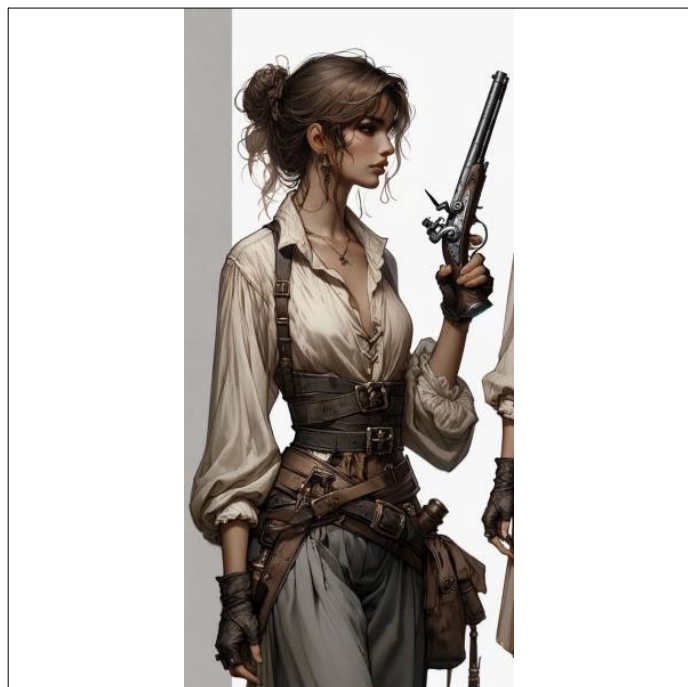
Initiative	Speed	Damage / Current HP
+7	30 ft	

Blade boot

Main hand: **+15/+10, 1d4** Crit: x2
 Light, P

Brine's sting

Main hand: **+16/+11, 1d6+5** Crit: 18-20/x2
 Both hands: **+16/+11, 1d6+5** 1-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+14	DEX (5)	7	
Appraise	+9	INT (1)	4	
Bluff	+3	CHA (1)	-	
Climb	+9	STR (0)	7	
Craft (firearms)	+7	INT (1)	3	
Diplomacy	+20	CHA (1)	10	
Disable Device	+15	DEX (5)	8	
Disguise	+1	CHA (1)	-	
Escape Artist	+12	DEX (5)	5	
Fly	+4	DEX (5)	-	
Heal	+3	WIS (3)	-	
Intimidate	+10	CHA (1)	2	
Knowledge (geography)	+2	INT (1)	1	
Knowledge (local)	+10	INT (1)	6	
Knowledge (nature)	+2	INT (1)	1	
Perception	+13	WIS (3)	7	
Spyglass: only -1/20' while using a spyglass, instead of -1/10', Danger Sense: +3 bonus to avoid being surprised by a foe				
Profession (sailor)	+17	WIS (3)	9	
Ride	+4	DEX (5)	-	
Sense Motive	+7	WIS (3)	1	
Sleight of Hand	+13	DEX (5)	6	
Stealth	+18	DEX (5)	6	
Shadow Dweller: +5 competence bonus in dim light and darkness				
Survival	+12	WIS (3)	6	
Swim	+11	STR (0)	7	
Use Magic Device	+8	CHA (1)	4	

Activated Abilities & Adjustments

Weapon Attacks: Full Attack - ALL

Feats

Agile Maneuvers

Use DEX instead of STR for CMB

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Blind-Fight

Re-roll misses because of concealment, other benefits.

Deadly Aim -3/+6

Trade a penalty to ranged attacks for a bonus to ranged damage.

Exotic Weapon Proficiency (One-Handed Firearms)

You make attack rolls with the weapon normally.

Gunsmithing

You can use a gunsmithing kit to craft/repair firearms and ammo.

Improved Critical (Pistol)

When using the weapon you selected, your threat range is doubled.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Persuasive

You get a +2 bonus on all Diplomacy checks and Intimidate checks.

Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Quick Draw

Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

Ricochet Shot Deed

You can fire a shot at a wall, or piece of solid terrain, and have it ricochet off it. When you do, you can use the square immediately in front of the wall or piece of solid terrain to determine line of sight to a target, and this square is considered the

Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Traits

Black Powder Fortune

When wielding a firearm, +2 to saves vs. curse, fear, and emotion effects.

Eye for Plunder

+1 to Perception to find concealed/secret objects (including doors/traps).

Dagger

Main hand: **+15/+10, 1d4**

Crit: 19-20/x2

Ranged: **+15/+10, 1d4**

Rng: 10'
Light, P/S

Firedrake pistol

Ranged: **+16/+11, 1d8+7 plus 1d6 fire**

Crit: 19-20/x4

Rng: 20'

1-hand, B/P

Ranged, both hands: **+16/+11, 1d8+7 plus 1d6 fire**

Masterwork dagger

Main hand: **+16/+11, 1d4**

Crit: 19-20/x2

Ranged: **+16/+11, 1d4**

Rng: 10'
Light, P/S

Experience & Wealth

Current Cash: **6,854 gp**

Masterwork lucky pistol

Ranged: **+16/+11, 1d8+6**

Crit: 19-20/x4

Ranged, both hands: **+16/+11, 1d8+6**

Rng: 20'

1-hand, B/P

Rapier

Main hand: **+15/+10, 1d6+5**

Crit: 18-20/x2

Both hands: **+15/+10, 1d6+5**

1-hand, P

Unarmed strike

Main hand: **+15/+10, 1d3**

Crit: x2

nonlethal

Light, B, Nonlethal

+2 shadow studded leather

+5

Max Dex: +5, Armor Check: -1

Spell Fail: 15%, Light

Leather armor

+2

Max Dex: +6, Armor Check: -

Spell Fail: 10%, Light

Gear

Total Weight Carried: 88/100 lbs, Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

+2 shadow studded leather 20 lbs

Adventurer's sash (15 @ 9.5 lbs) 3 lbs

Alchemical cartridge (paper) -

Bell -

Belt pouch (8 @ 2.5 lbs) 0.5 lbs

Beneficial bandolier (empty) 2 lbs

Besmara's bones (1/day) <In: Ship> 300 lbs

Besmara's tricorne (1/day) 1 lb

Blade boot 2 lbs

Brine's sting 2 lbs

Canteen 1 lb

Captain's locker (2 @ 2 lbs) 150 lbs

Cards 1 lb

Chalk x5 <In: Belt pouch (8 @ 2.5 lbs)> -

Charts of the fair winds <In: Ship> -

Circlet of persuasion -

Dagger 1 lb

Dice -

Dry load powder horn (11 @ 0.5 lbs) <In: Adventurer's> 1 lb

Farglass <In: Ship> 1 lb

Firearm oil (20 uses) <In: Adventurer's sash (15 @ 1 lb

Firedrake pistol 4 lbs

Flint and steel -

Fuel pellet x10 <In: Dry load powder horn (11 @ 0.5 -

Gunsmith's kit 2 lbs

Leather armor 15 lbs

Long Wax Coat with Many Pockets -

Masterwork dagger 1 lb

Gear

Total Weight Carried: 88/100 lbs, Encumbrance Ignored

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Masterwork lucky pistol	4 lbs
Mirror <In: Belt pouch (8 @ 2.5 lbs)>	0.5 lbs
Money	-
Necklace of adaptation	1 lb
Oil of slipstream	-
Potion of cure moderate wounds x3 <In: Adventurer's sash>	-
Potion of invisibility x5 <In: Adventurer's sash (15 @ 9.5 @ -	-
Potion of water breathing x3 <In: Adventurer's sash (15 @ -	-
Powder <In: Dry load powder horn (11 @ 0.5 lbs)>	0.5 lbs
Powder horn (empty) <In: Adventurer's sash (15 @ 9.5 @ 1 lb	1 lb
Rapier	2 lbs
Ring of eloquence (Elven, Aquan, Polyglot, Dwarven)	-
Ring of the iron skull (1/day)	-
Riverseer plate (1/day) <In: Ship>	0.5 lbs
Rope	10 lbs
Sewing needle <In: Long Wax Coat with Many Pockets>	-
Shackles ensign (1/day) <In: Ship>	3 lbs
Shackles of compliance (3/day) <In: Long Wax Coat	2 lbs
Soap	0.5 lbs
Spyglass <In: Belt pouch (8 @ 2.5 lbs)>	1 lb
Stalker's mask (1/day)	1 lb
Stalker's mask (1/day) <In: Captain's locker (2 @ 2	1 lb
Stalker's mask (1/day) <In: Captain's locker (2 @ 2	1 lb
Svingli's eye (1/day) <In: Adventurer's sash (15 @ 9.5 @ 6 lbs	6 lbs
Thieves' tools <In: Belt pouch (8 @ 2.5 lbs)>	1 lb
Traveler's outfit (Free)	-

Special Abilities

Black Market Connections (Ex)

A rogue with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table 15-1 on page 461 of the *Core Rulebook*) for the purpose of determining the gp limit of the

Danger Sense +3 (Ex)

At 3rd level, this class gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by

Darkvision (70 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like

Debilitating Injury: Bewildered -2/-6 (Ex)

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

Debilitating Injury: Disoriented -2/-6 (Ex)

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

Debilitating Injury: Hampered (Ex)

At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability).

Deed: Dead Shot (Ex)

At 7th level, as a full-round action, the gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based

Deed: Deadeye (Ex)

At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still

Special Abilities

Deed: Gunslinger Initiative (Ex)

At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm

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

At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the

Deed: Pistol-Whip (Ex)

At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack

Deed: Quick Clear (Ex)

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to

Deed: Targeting (Ex)

At 7th level, as a full-round action, the gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body

Deed: Up Close and Deadly +3d6 (Ex)

At 1st level, when the pistolero hits a target with a one-handed firearm that is not making a scatter shot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the target, dealing half

Deed: Utility Shot (Ex)

At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing

Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Firedrake Pistol

This hefty +1 *flaming pistol* is elaborately carved with its barrel in the semblance of a roaring dragon and its grip wrapped in polished red dragonhide. When firing ordinary ammunition, the wielder may choose to have the *firedrake pistol* deal all

Grit (Ex)

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their

Hunter's Surprise (1/day) (Ex)

Once per day, a rogue with this talent can designate a single enemy she is adjacent to as her prey. Until the end of her next turn, she can add her sneak attack damage to all attacks made against her prey, even if she is not flanking it or

Improved Uncanny Dodge (Lv >= 24) (Ex)

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if

[N/A] Lucky (1/day)

This special ability can only be placed on one-handed or two-handed firearms. A *lucky firearm* has its own magical reservoir of grit (see page 9). Usually this grit is stored within the marks of an engraving or in a trinket that hangs from the firearm.

Pistol Training (+6, misfire value -2) (Ex)

Starting at 5th level, a pistolero increases her skill with one-handed firearms. She gains a bonus on damage rolls equal to her Dexterity modifier, and when she misfires with a one-handed firearm, the misfire value increases by 2 instead of 4.

Shadow Duplicate (10 rounds, 3/day) (Sp)

Once per day as an immediate action when the rogue is hit, the rogue can create a single shadow duplicate of herself, as per *mirror image*. The GM randomly determines whether the attack hit the rogue or the shadow duplicate. The shadow

Shadow Step (60 5-ft inc/day) (Sp)

At 8th level, a shadow scion can walk through the Shadow Plane and reappear elsewhere on the Material Plane as a standard action. The shadow scion can travel up to 30 feet per rogue level per day in this fashion, either in a single round

Sneak Attack (Unchained) +5d6

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Tracked Resources

Alchemical cartridge (paper)



History

Romantic Relationships: Experience but No

Companions: Family or close as family - close

Companions: Friend of a friend

Companions: From the same hometown or region

Drawback: Family

Sourcebooks Used

- **Advanced Class Guide** - Ring of eloquence (equipment)
- **Advanced Player's Guide** - Hunter's Surprise (special ability); Slipstream (spell)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide / Seekers of Secrets / Ultimate Equipment** - Powder (equipment)
- **Adventurer's Armory** - Blade boot (weapon)
- **Adventurer's Armory 2 / Seekers of Secrets** - Adventurer's sash (equipment)
- **Blood of Shadows** - Shadow Duplicate (special ability)
- **Gestalt Variant Core** - Gestalt (class)
- **Inner Sea Gods / Skull & Shackles** - Besmara's tricorne (equipment)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Firedrake pistol (weapon); Powder horn (equipment)
- **Legacy of the First World** - Shadow Scion (archetype)
- **People of the River** - Riverseer plate (equipment)
- **People of the Sands** - Fuel pellet (equipment)
- **People of the Wastes** - Firearm oil (equipment)
- **Rise of the Runelords Anniversary Edition / Ultimate Equipment** - Stalker's mask (equipment)
- **Skull & Shackles** - Besmara's bones (equipment); Brine's sting (weapon); Captain's locker (equipment); Charts of the fair winds (equipment); Eye for Plunder (trait); Farglass (equipment); Ring of the iron skull (equipment); Shackles ensign (equipment); Svingli's eye (equipment)
- **Skull & Shackles / Ultimate Equipment** - Shackles of compliance (equipment)
- **Ultimate Campaign** - Black Powder Fortune (trait)
- **Ultimate Combat** - Black Market Connections (special ability); Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat); Pistolero (archetype); Ricochet Shot Deed (feat)
- **Ultimate Combat / Ultimate Equipment** - Alchemical cartridge (paper) (weapon); Dry load powder horn (equipment)
- **Ultimate Equipment** - Beneficial bandolier (equipment); Canteen (equipment); Cards (equipment); Dice (equipment); Firedrake Pistol (equipment)
- **Unchained Classes** - Rogue (Unchained) (class)