

## Varen Galashantar

Male aquatic elf gunslinger (musket master) 3/magus (eldritch archer) 10/slayer (sniper) 7/gestalt 10 - CL10 - CR 29

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
<b>STR</b> STRENGTH	<b>11</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>18/20</b>	<b>+4/+5</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>17/19</b>	<b>+3/+4</b>	
<b>WIS</b> WISDOM	<b>15</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+12 =</b>	<b>+8</b>	<b>+1</b>	<b>+3</b>			
Elven Immunities: +2 vs. enchantments							

<b>REFLEX</b> (DEXTERITY)	<b>+16 =</b>	<b>+8</b>	<b>+5</b>	<b>+3</b>			
Elven Immunities: +2 vs. enchantments							

<b>WILL</b> (WISDOM)	<b>+12 =</b>	<b>+7</b>	<b>+2</b>	<b>+3</b>			
Elven Immunities: +2 vs. enchantments							

### Elven Immunities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 25 =</b>	<b>+6</b>		<b>+5</b>		<b>+1</b>	<b>+2</b>	<b>+1</b>	

<b>Touch AC</b>	<b>18</b>	<b>Flat-Footed AC</b>	<b>19</b>		
		BAB	Strength	Size	Misc

<b>CM Bonus +11 =</b>	<b>+10</b>	<b>+0</b>	<b>-</b>	<b>-</b>
See the Base Attack (below) for modifiers that may also apply to CMB				
BAB	Strength	Dexterity	Size	

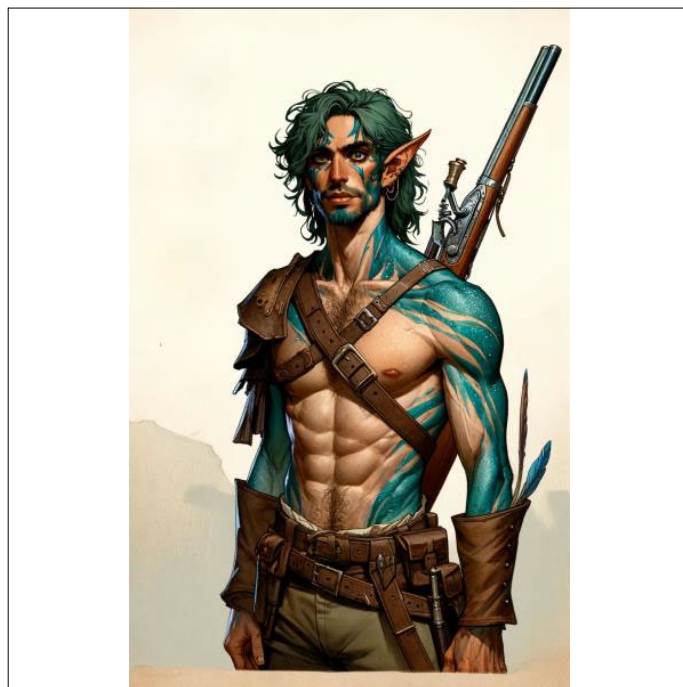
<b>CM Defense 28 = 10</b>	<b>+10</b>	<b>+0</b>	<b>+5</b>	<b>-</b>
---------------------------	------------	-----------	-----------	----------

<b>Base Attack +10</b>	<b>HP 120</b>
Surfacer Antagonist: +1 vs humans	

<b>Initiative +7</b>	Damage / Current HP
<b>Speed 30 ft</b>	

### Grappling hook

Ranged: **+11, 1d6+9 plus 3d6 sneak attack** Crit: x2  
Rng: 10'  
Ranged, both hands: **+11, 1d6+9 plus 3d6 sneak attack** 1-hand, P, Grapple  
Surfacer Antagonist: +1 vs humans



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+13</b>	DEX (5)	5	
<b>Appraise</b>	<b>+7</b>	INT (4)	1	
<b>Bluff</b>	<b>+11</b>	CHA (0)	6	
<b>Climb</b>	<b>+6</b>	STR (0)	3	
<b>Craft (alchemy)</b>	<b>+16</b>	INT (4)	9	
<b>Craft (firearms)</b>	<b>+14</b>	INT (4)	7	
<b>Diplomacy</b>	<b>+5</b>	CHA (0)	5	
<b>Disguise</b>	<b>+2</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+6</b>	DEX (5)	1	
<b>Fly</b>	<b>+9</b>	DEX (5)	1	
<b>Heal</b>	<b>+7</b>	WIS (2)	2	
<b>Intimidate</b>	<b>+11</b>	CHA (0)	4	
<b>Knowledge (arcana)</b>	<b>+11</b>	INT (4)	2	
<b>Knowledge (engineering)</b>	<b>+10</b>	INT (4)	1	
<b>Knowledge (geography)</b>	<b>+10</b>	INT (4)	1	
<b>Knowledge (history)</b>	<b>+9</b>	INT (4)	3	
<b>Knowledge (local)</b>	<b>+15</b>	INT (4)	6	
<b>Knowledge (nature)</b>	<b>+8</b>	INT (4)	2	
<b>Knowledge (planes)</b>	<b>+10</b>	INT (4)	1	
<b>Linguistics</b>	<b>+5</b>	INT (4)	1	
<b>Perception</b>	<b>+20</b>	WIS (2)	10	
<b>Profession (sailor)</b>	<b>+11</b>	WIS (2)	5	
<b>Profession (siege engineer)</b>	<b>+7</b>	WIS (2)	2	
<b>Ride</b>	<b>+5</b>	DEX (5)	-	
<b>Sense Motive</b>	<b>+8</b>	WIS (2)	1	
<b>Sleight of Hand</b>	<b>+9</b>	DEX (5)	1	
<b>Spellcraft</b>	<b>+10</b>	INT (4)	3	

Skills				
Skill Name	Total	Ability	Ranks	Temp
🔪Stealth	<b>+12</b>	DEX (5)	2	
Survival	<b>+10</b>	WIS (2)	3	
🏊Swim	<b>+15</b>	STR (0)	4	
Use Magic Device	<b>+2</b>	CHA (0)	2	

### Activated Abilities & Adjustments

-2 attack penalty when Spell Combat: Apply Penalty  
 Attack Bonus: +1  
 Attack Penalty Situational (In-Play): -2  
 Deadly Aim -3/+6  
 Point-Blank Shot  
 Rapid Shot: 1 Extra Attack  
 River Sniper: Onboard Ship  
 Sneak Attack +3d6: Add Damage  
 Studied Target +2 (swift action, 2 at a time) (Ex): vs. Target  
 Weapon Attacks: Full Attack - Select  
 Weapon Bonus: +3  
 Weapon Bonus: +2

### Feats

Accomplished Sneak Attacker  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Deadly Aim -3/+6  
 Elven Weapon Proficiencies  
 Eschew Materials  
 Exotic Weapon Proficiency (Two-Handed Firearms)  
 Gunsmithing  
 Improved Critical (Musket)  
 Martial Weapon Proficiency - All  
 Point-Blank Shot  
 Precise Shot  
 Rapid Reload (Musket)  
 Rapid Shot  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Weapon Focus (Musket)

### Traits

Besmara's Blessing (1/week)  
 River Sniper

### Masterwork cutlass

Main hand: **+12/+7, 1d6+2 plus 3d6** Crit: 18-20/×2  
**sneak attack** 1-hand, S  
 Both hands: **+12/+7, 1d6+2 plus 3d6**  
**sneak attack**  
 Surfacers Antagonist: +1 vs humans

### Experience & Wealth

Current Cash: 237 gp, 3 sp, 5 cp

### Masterwork cyclonic distance musket

Ranged: **+15/+15/+10, 1d12+14** Crit: 19-20/×4  
**plus 3d6 sneak attack** Rng: 80'  
 Ranged, both hands: **+19/+19/+14,** 2-hand, B/P  
**1d12+14 plus 3d6 sneak attack**  
 Surfacers Antagonist: +1 vs humans

### Masterwork dagger

Main hand: **+13/+8, 1d4+2 plus** Crit: 19-20/×2  
**3d6 sneak attack** Rng: 10'  
 Ranged: **+16, 1d4+9 plus 3d6** Light, P/S  
**sneak attack**  
 Surfacers Antagonist: +1 vs humans

### Masterwork silver dagger

Main hand: **+13/+8, 1d4+1 plus** Crit: 19-20/×2  
**3d6 sneak attack** Rng: 10'  
 Ranged: **+16, 1d4+8 plus 3d6** Light, P/S  
**sneak attack**  
 Surfacers Antagonist: +1 vs humans

### Sharpshooter's blade

Both hands: **+12/+7, 1d6+2 plus 3d6** Crit: ×2  
**sneak attack** 2-hand, P  
 Surfacers Antagonist: +1 vs humans

### Tidewater Cutlass

Main hand: **+12/+7, 1d6+2 plus** Crit: 18-20/×2  
**3d6 sneak attack** 1-hand, S  
 Both hands: **+12/+7, 1d6+2 plus**  
**3d6 sneak attack**  
 Surfacers Antagonist: +1 vs humans

### Unarmed strike

Main hand: **+11/+6, 1d3+2** Crit: ×2  
**nonlethal plus 3d6 sneak** Light, B, Nonlethal  
**attack**  
 Surfacers Antagonist: +1 vs humans

### Mithral shirt

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

### Gear

Total Weight Carried: 114/115 lbs,  
 Encumbrance Ignored  
 (Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)  
 Alchemical cartridge (paper) -

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Adjustments Active:** Attack Bonus: +1 Untyped Bonus; Attack Penalty Situational (In-Play): -2 Untyped Penalty; Weapon Attacks: Full Attack - Select; Masterwork cyclonic distance musket; Weapon Bonus: +3 Masterwork cyclonic distance musket; Weapon Bonus: +2 Masterwork cyclonic distance musket

## Gear

**(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)**

### Special Abilities

-2 attack penalty when Spell Combat

Deed: Fast Musket (Ex)

### Special Abilities

## Tracked Resources

Alchemical cartridge (paper)		<input type="checkbox"/>
Alchemist's fire		<input type="checkbox"/>
Arcane Pool +3 (9/day) (Su)	<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"/>	
Armor Attunement (1/day)		<input type="checkbox"/>
Besmara's Blessing (1/week)		<input type="checkbox"/>
Dahak's fire	<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"/>	
Empowered Magic (1/day) (Su)		<input type="checkbox"/>
Grappling hook		<input type="checkbox"/>
Grit Pool (2/day)		<input type="checkbox"/> <input type="checkbox"/>
Masterwork dagger		<input type="checkbox"/>
Masterwork silver dagger		<input type="checkbox"/>
Pirate lord's patch (1/day)		<input type="checkbox"/>
Potion of cure moderate wounds		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of fox's cunning		<input type="checkbox"/>
Reagent, black powder		<input type="checkbox"/>
Reagent, phosphorus		<input type="checkbox"/>
See Invisibility (5 min, 1/day)		<input type="checkbox"/>
Slippers of spider climbing (10 minutes/day)	<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"/>	
Studied Target +2 (swift action, 2 at a time) (Ex)		<input type="checkbox"/> <input type="checkbox"/>
Tindertwig		<input type="checkbox"/> <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"/>
Wand of mirror image (23 charges)	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Wand of shield (CL 3rd, 30 charges)	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

## Tracked Resources

\_\_\_\_\_

[illegible]

## Language

## Languages

Aboleth	Elven
Aquan	Infernal
Common	Sylvan
Draconic	

## Spells & Powers

**Melee Touch +11    Ranged Touch +18**

**4th**—*black tentacles, greater invisibility*

**2nd**—*acid arrow, blur, glitterdust* (DC 16), *invisibility*,

**1st**—*enlarge person* (DC 15), *ray of enfeeblement* (DC

**0th (at will)**—*acid splash*, *daze* (DC 14), *ghost sound* (DC

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

## History

**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)
- **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)
- **Alchemy Manual** - Reagent, black powder (equipment); Reagent, phosphorus (equipment)
- **Blood of the Sea** - Surfacers Antagonist (alternate racial trait)
- **Dirty Tactics Toolbox** - Accomplished Sneak Attacker (feat)
- **Dragonslayer's Handbook** - Dahak's fire (equipment)
- **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)
- **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** - Powder horn (equipment)
- **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)
- **Pirates of the Inner Sea / Skull & Shackles** - Grappling hook (weapon)
- **Potions & Poisons** - Phase Step (spell)
- **Psychic Anthology** - Telekinetic Strikes (spell)
- **Skull & Shackles** - Besmara's Blessing (trait)
- **Ultimate Combat** - Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat); Musket Master (archetype)
- **Ultimate Combat / Ultimate Equipment** - Alchemical cartridge (paper) (weapon); Dry load powder horn (equipment); Far-reaching sight (equipment)
- **Ultimate Equipment** - Beneficial bandolier (equipment); Mess kit (equipment); Seaborne (item power)
- **Ultimate Intrigue** - Quieting Weapons (spell)
- **Ultimate Magic** - Empowered Magic (special ability); Magus (class); Wand Wielder (special ability)
- **Villain Codex** - Pirate lord's patch (equipment)