

Finn

Male rimesoul (frost undine) telekineticist 10/unchained rogue (knife master) 10/gestalt 10 - CL10 - CR 29
Chaotic Neutral Outsider (Aquatic, Native); Deity: **Besmara**;
Age: **74**; Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	18/20	+4/+5	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	15	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	10/12	0/+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+7	+3	+3			Bless: +1 morale vs. fear
REFLEX (DEXTERITY)	+15 =	+7	+5	+3			Bless: +1 morale vs. fear
WILL (WISDOM)	+7 =	+3	+1	+3			Bless: +1 morale vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 24 =	+6		+5		+1	+2		

Touch AC **17** **Flat-Footed AC** **19**

Blade Sense: +3 dodge bonus vs. attacks made with light blades

	BAB	Strength	Size	Misc
CM Bonus +9 =	+7	+1	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense 25 = 10	+7	+1	+5	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+7	HP	120
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Outflank: +2 bonus when flanking foe with ally w/this feat

Initiative	+5	Damage / Current HP
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Speed	30 ft
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Ballista, light

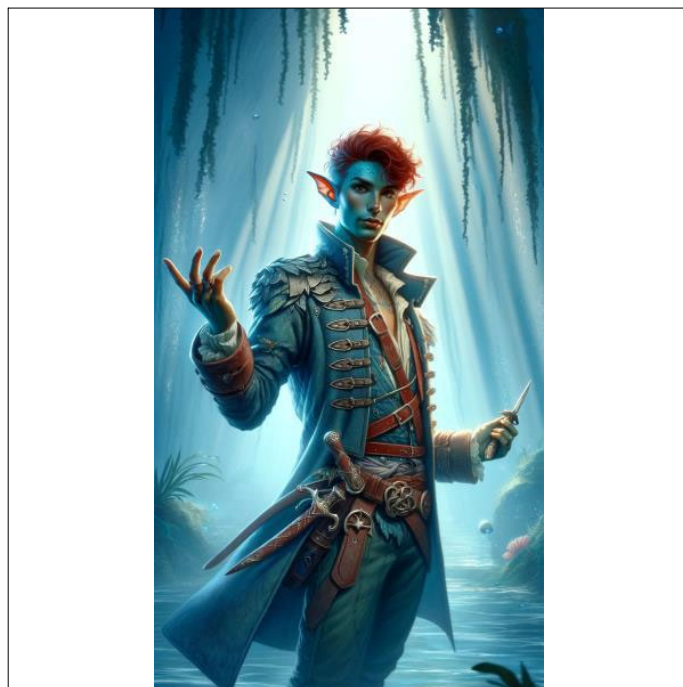
Crit: 19-20/x2
Rng: 120'
Siege, P

Outflank: +2 bonus when flanking foe with ally w/this feat

+2 shadow mithral chain shirt

+6

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (5)	7	
Slippery Step: +2 trait bonus on checks on wet surfaces or in wet terrain, including bogs, standing or running water, or a storm-tossed ship.				
Appraise	+8	INT (2)	3	
Bluff	+1	CHA (1)	-	
Climb	+8	STR (1)	4	
Slippery Step: +2 trait bonus on checks on wet surfaces or in wet terrain, including bogs, standing or running water, or a storm-tossed ship.				
Diplomacy	+12	CHA (1)	8	
Disable Device	+20	DEX (5)	10	
Disguise	+1	CHA (1)	-	
Flesh Chameleon: +4 to appear human				
Escape Artist	+14	DEX (5)	6	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	+9	CHA (1)	5	
Knowledge (local)	+12	INT (2)	7	
Perception	+14	WIS (1)	10	
Profession (sailor)	+11	WIS (1)	7	
Profession (siege engineer)	+11	WIS (1)	7	
Ride	+5	DEX (5)	-	
Sense Motive	+10	WIS (1)	6	
Sleight of Hand	+12	DEX (5)	4	
Hidden Blade: +5 to conceal a light blade				
Stealth	+23	DEX (5)	10	
Survival	+1	WIS (1)	-	
Swim	+14	STR (1)	2	
Use Magic Device	+8	CHA (1)	4	

Activated Abilities & Adjustments

Bless: +1
Point-Blank Shot
Sneak Attack (Unchained) +5d4/+5d8: Add Damage

Feats

Armor Proficiency (Light)
Improved Two-Weapon Fighting
Outflank
Point-Blank Shot
Precise Shot
Rogue Weapon Proficiencies
Siege Engineer
Simple Weapon Proficiency - All
Two-Weapon Fighting
Weapon Finesse
Weapon Focus (Dagger)
Weapon Focus (Kineticist Blast)

Traits

Dockside Brawler
Slippery Step

Brass knuckles

Main hand: **+13/+8, 1d3+2 plus 5d4 sneak attack** Crit: ×2
Main w/ offhand: **+9/+4, 1d3+2 plus 5d4 sneak attack** Light, B, Monk
Main w/ light off: **+11/+6, 1d3+2 plus 5d4 sneak attack**
Offhand: **+11/+6, 1d3+1 plus 5d4 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Brass knuckles

Main hand: **+13/+8, 1d3+2 plus 5d4 sneak attack** Crit: ×2
Main w/ offhand: **+9/+4, 1d3+2 plus 5d4 sneak attack** Light, B, Monk
Main w/ light off: **+11/+6, 1d3+2 plus 5d4 sneak attack**
Offhand: **+11/+6, 1d3+1 plus 5d4 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Cannon

Crit: ×4
Rng: 100'
Siege, B/P

Outflank: +2 bonus when flanking foe with ally w/this feat

Experience & Wealth

Current Cash: **19,311 gp**

Catapult, light

Crit: ×2
Rng: 150'
Siege, B

Outflank: +2 bonus when flanking foe with ally w/this feat

Dagger

Main hand: **+14/+9, 1d4+5 plus 5d8 sneak attack** Crit: 19-20/×2
Main w/ offhand: **+10/+5, 1d4+5 plus 5d8 sneak attack** Rng: 10'
Main w/ light off: **+12/+7, 1d4+5 plus 5d8 sneak attack** Light, P/S
Offhand: **+12/+7, 1d4+2 plus 5d8 sneak attack**

Ranged: **+15, 1d4+2 plus 5d8 sneak attack**

Ranged w/ offhand: **+11, 1d4+2 plus 5d8 sneak attack**

Ranged w/ light off: **+13, 1d4+2 plus 5d8 sneak attack**

Ranged offhand: **+13, 1d4+1 plus 5d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Dagger

Main hand: **+14/+9, 1d4+5 plus 5d8 sneak attack** Crit: 19-20/×2
Main w/ offhand: **+10/+5, 1d4+5 plus 5d8 sneak attack** Rng: 10'
Main w/ light off: **+12/+7, 1d4+5 plus 5d8 sneak attack** Light, P/S
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Ranged: **+15, 1d4+2 plus 5d8 sneak attack**

Ranged w/ offhand: **+11, 1d4+2 plus 5d8 sneak attack**

Ranged w/ light off: **+13, 1d4+2 plus 5d8 sneak attack**

Ranged offhand: **+13, 1d4+1 plus 5d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Bless: +1

Dagger

Main hand: **+14/+9, 1d4+5 plus 5d8 sneak attack** Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+10/+5, 1d4+5 plus 5d8 sneak attack**

Main w/ light off: **+12/+7, 1d4+5 plus 5d8 sneak attack**

Offhand: **+12/+7, 1d4+2 plus 5d8 sneak attack**

Ranged: **+15, 1d4+2 plus 5d8 sneak attack**

Ranged w/ offhand: **+11, 1d4+2 plus 5d8 sneak attack**

Ranged w/ light off: **+13, 1d4+2 plus 5d8 sneak attack**

Ranged offhand: **+13, 1d4+1 plus 5d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Dagger

Main hand: **+14/+9, 1d4+5 plus 5d8 sneak attack** Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+10/+5, 1d4+5 plus 5d8 sneak attack**

Main w/ light off: **+12/+7, 1d4+5 plus 5d8 sneak attack**

Offhand: **+12/+7, 1d4+2 plus 5d8 sneak attack**

Ranged: **+15, 1d4+2 plus 5d8 sneak attack**

Ranged w/ offhand: **+11, 1d4+2 plus 5d8 sneak attack**

Ranged w/ light off: **+13, 1d4+2 plus 5d8 sneak attack**

Ranged offhand: **+13, 1d4+1 plus 5d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Electric Blast (Sp)

Ranged: **+15 touch, 5d6+2 electricity** Crit: x2
Rng: 30'
Elec

Outflank: +2 bonus when flanking foe with ally w/this feat

Grappling hook

Ranged: **+10, 1d6+2 plus 5d4 sneak attack** Crit: x2
Rng: 10'
1-hand, P, Grapple

Ranged, both hands: **+10, 1d6+2 plus 5d4 sneak attack**

Ranged w/ offhand: **+6, 1d6+2 plus 5d4 sneak attack**

Ranged w/ light off: **+8, 1d6+2 plus 5d4 sneak attack**

Ranged offhand: **+6, 1d6+1 plus 5d4 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Heavy crossbow

Ranged: **+10, 1d10+1 plus 5d4 sneak attack** Crit: 19-20/x2
Rng: 120'
2-hand, P

Ranged, both hands: **+14, 1d10+1 plus 5d4 sneak attack**

Ranged w/ offhand: **+6, 1d10+1 plus 5d4 sneak attack**

Ranged w/ light off: **+8, 1d10+1 plus 5d4 sneak attack**

Ranged offhand: **+6, 1d10+1 plus 5d4 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Masterwork seaborne dagger

Main hand: **+15/+10, 1d4+5 plus 5d8 sneak attack** Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+11/+6, 1d4+5 plus 5d8 sneak attack**

Main w/ light off: **+13/+8, 1d4+5 plus 5d8 sneak attack**

Offhand: **+13/+8, 1d4+2 plus 5d8 sneak attack**

Ranged: **+16, 1d4+2 plus 5d8 sneak attack**

Ranged w/ offhand: **+12, 1d4+2 plus 5d8 sneak attack**

Ranged w/ light off: **+14, 1d4+2 plus 5d8 sneak attack**

Ranged offhand: **+14, 1d4+1 plus 5d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Masterwork underwater dagger

Main hand: **+15/+10, 1d4+5 plus 5d8 sneak attack** Crit: 19-20/x2
Main w/ offhand: **+11/+6, 1d4+5 plus 5d8 sneak attack** Rng: 10'
Main w/ light off: **+13/+8, 1d4+5 plus 5d8 sneak attack** Light, P/S
Offhand: **+13/+8, 1d4+2 plus 5d8 sneak attack**

Ranged: **+16, 1d4+2 plus 5d8 sneak attack**
Ranged w/ offhand: **+12, 1d4+2 plus 5d8 sneak attack**
Ranged w/ light off: **+14, 1d4+2 plus 5d8 sneak attack**
Ranged offhand: **+14, 1d4+1 plus 5d8 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Short sword

Main hand: **+13/+8, 1d6+1 plus 5d4 sneak attack** Crit: 19-20/x2
Main w/ offhand: **+9/+4, 1d6+1 plus 5d4 sneak attack** Light, P
Main w/ light off: **+11/+6, 1d6+1 plus 5d4 sneak attack**
Offhand: **+11/+6, 1d6 plus 5d4 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Telekinetic Blast (Sp)

Ranged: **+15, 5d6+9** Crit: x2
Rng: 30'
B/P/S

Outflank: +2 bonus when flanking foe with ally w/this feat

Unarmed strike

Main hand: **+13/+8, 1d3+1 nonlethal plus 5d4 sneak attack** Crit: x2
Main w/ offhand: **+9/+4, 1d3+1 nonlethal plus 5d4 sneak attack** Light, B, Nonlethal
Main w/ light off: **+11/+6, 1d3+1 nonlethal plus 5d4 sneak attack**
Offhand: **+11/+6, 1d3 nonlethal plus 5d4 sneak attack**

Outflank: +2 bonus when flanking foe with ally w/this feat

Gear

Total Weight Carried: 3103/130 lbs, Encumbrance Ignored
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)
+2 shadow mithral chain shirt 12.5 lbs
Alchemist's fire 1 lb
Artisan's outfit (Free) -
Backpack (empty) 2 lbs
Ballista, light -
Bedroll 5 lbs
Belt pouch (empty) 0.5 lbs
Brass knuckles 1 lb
Brass knuckles 1 lb
Caltrops 2 lbs
Cannon 3000 lbs
Catapult, light -
Chalk x10 -
Cloak of the manta ray 1 lb
Dagger 1 lb
Dagger 1 lb
Dagger 1 lb
Dagger 1 lb
Flint and steel -
Grappling hook 14 lbs
Grappling hook 4 lbs
Heavy crossbow 8 lbs
Masterwork seaborne dagger 1 lb
Masterwork underwater dagger 1 lb
Mess kit 1 lb
Mirror 0.5 lbs
Money -
Piton x10 0.5 lbs
Pot 4 lbs
Rope 10 lbs
Short sword 2 lbs
Soap 0.5 lbs
Thieves' tools 1 lb
Thieves' tools, masterwork 2 lbs
Torch x10 1 lb
Trail rations x5 1 lb
Waterskin 4 lbs

Special Abilities

Aetheric Boost (Sp)
Amphibious (Ex)
Basic Aerokinesis (At will) (Sp)
Basic Telekinesis (At will) (Sp)
Blade Sense +3 (Ex)
Burn 3/round (10 nonlethal/burn, 6/day)
Darkvision (60 feet)
Debilitating Injury: Bewildered -2/-6 (Ex)
Debilitating Injury: Disoriented -2/-6 (Ex)
Debilitating Injury: Hampered (Ex)
Electric Blast (Sp)
Elemental Overflow (Ex)
Energize Weapon (- custom / magic weapon -)
Extended Range
Flesh Chameleon
Force Ward (10 hp +5 hp/burn) (Su)
Gather Power (Su)

Special Abilities

Hidden Blade +5
 Improved Evasion (Ex)
 Improved Uncanny Dodge (Lv >= 14) (Ex)
 Infusion Specialization 2 (Ex)
 Internal Buffer 1 (Su)
 Kinetic Blade (Light Weapon)
 Kinetic Blast (Sp)
 Metakinesis (1 burn: Empower) (Su)
 Metakinesis (2 burn: Maximize) (Su)
 Metakinesis (Su)
 Powerful Sneak (Ex)
 [N/A] Seaborne
 Self Telekinesis (Sp)
 Self Telekinesis, Greater (Sp)
 Sneak Attack (Unchained) +5d4/+5d8
 Spindle (DC 20)
 Swim (30 feet)
 Telekinetic Blast (Sp)
 Telekinetic Finesse (Sp)
 Telekinetic Haul (Sp)
 Telekinetic Invisibility (Sp)
 Underwater

Spell-Like Abilities

Chill Touch (1/day) ☐

Tracked Resources

Alchemist's fire ☐
 Armor Attunement (1/day) ☐
 Burn 3/round (10 nonlethal/burn, 6/day) ☐☐☐☐☐☐
 Dagger ☐
 Dagger ☐
 Dagger ☐
 Dagger ☐
 Grappling hook ☐
 Masterwork seaborne dagger ☐
 Masterwork underwater dagger ☐
 Torch ☐☐☐☐☐☐☐☐☐
 Trail rations ☐☐☐☐☐
 Weapon Attunement (1/day) ☐

Languages

Aquan
 Auran

Common
 Elven

Sourcebooks Used

- **Advanced Player's Guide** - Outflank (feat)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Brass knuckles (weapon)
- **Advanced Race Guide** - Amphibious (alternate racial trait); Flesh Chameleon (alternate racial trait)
- **Advanced Race Guide / Bestiary 2 / Blood of the Elements / Inner Sea Races** - Undine (race)
- **Elemental Master's Handbook** - Energize Weapon (special ability); Spindle (special ability)
- **Gestalt Variant Core** - Gestalt (class)
- **Inner Sea World Guide / Ultimate Combat** - Cannon (weapon)
- **Occult Adventures** - Aether (special ability); Aetheric Boost (special ability); Electric Blast (special ability); Expanded Element (Air) (special ability); Extended Range (special ability); Force Ward (equipment); Kinetic Blade (special ability); Kineticist (class); Self Telekinesis (special ability); Self Telekinesis, Greater (special ability); Telekinetic Blast (special ability); Telekinetic Finesse (special ability); Telekinetic Haul (special ability); Telekinetic Invisibility (special ability)
- **People of the Sands** - Slippery Step (trait)
- **Pirates of the Inner Sea / Skull & Shackles** - Grappling hook (weapon)
- **Plane-Hopper's Handbook** - Rimesoul (Frost Undine) (race option)
- **Skull & Shackles** - Dockside Brawler (trait)
- **Ultimate Combat** - Ballista, light (weapon); Catapult, light (weapon); Knife Master (archetype); Siege Engineer (feat)
- **Ultimate Equipment** - Seaborne (item power); Mess kit (equipment)
- **Unchained Classes** - Powerful Sneak (special ability); Rogue (Unchained) (class)