

Sara

Character Name
Gunslinger (Techslinger) 7
CLASS

Toshi

Player Name
Human / Humanoid
RACE

Deity
Medium / 5 ft.
SIZE / FACE

None
Region
4' 8" / 100 lbs.
HEIGHT / WEIGHT

Lawful Neutral
Alignment
Normal
VISION



7 (6) 35000 / 51000 19 Female Blue Black, Long, straight
Character Level (CR) EXP/NEXT LEVEL AGE GENDER EYES HAIR Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	54	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED													
STR	8	-1	8	-1			hit points					Walk 30 ft.													
DEX	19	+4	19	+4			armor class	21	15	16	10	5	0	4	0	0	0	0	2	0	0	0	0	0	0
CON	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC			
INT	12	+1	12	+1			INITIATIVE	+4	+4	+0		25	-2	0											
WIS	14	+2	14	+2			TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST								
CHA	8	-1	8	-1			Encumbrance	Light																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+6	+5	+1	+0	+0	+0	
REFLEX (dexterity)	+9	+5	+4	+0	+0	+0	
WILL (wisdom)	+4	+2	+2	+0	+0	+0	

Conditional Combat Modifiers:
+2 bonus on initiative checks if you have 1+ grit points.

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+6/+1	+7/+2	-1	+0	+0	0	
RANGED	+11/+6	+7/+2	+4	+0	+0	0	
attack bonus							
CMB	+6/+1	+7/+2	-1	+0			
attack bonus							

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
	+6/+1	+6/+1	+6/+1	+6/+1	+6	+6
CMD	22	22	22	22	22	22

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+6/+1	1d3-1	20/x2	5 ft.

*Inferno Pistol +1					
		HAND	TYPE	SIZE	CRITICAL
		Primary	F	M	20/x2
					REACH
					5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.
TH	+13/+8	+10/+5	+8/+3	+6/+1	+4/-1
Dam	1d6+6	1d6+5	1d6+5	1d6+5	1d6+5
	180 ft.	210 ft.	240 ft.	270 ft.	300 ft.
TH	+2/-3	+0/-5	-2/-7	-4/-9	-6/-11
Dam	1d6+5	1d6+5	1d6+5	1d6+5	1d6+5

Special Properties: An inferno pistol is a less refined variant of the longer-range laser pistolTG. Unlike a laser pistol, which uses an intensely focused beam of light to burn a target, an inferno pistol is much less elegant—it generates a blob of molten, red-hot material and fires what appears to be a burning pellet of fire with a soft hissing sound. This material is consumed swiftly in firing, leaving behind nothing but ash and painful burns on anything it strikes. On a critical hit, a shot from an inferno pistol also inflicts 1 point of burn damage (Reflex DC 12 negates). An inferno pistol has a maximum range of 5 increments.

TOTAL SKILLPOINTS: 42		SKILLS		MAX RANKS: 7/7	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	13	=	4	+ 7 + 2
✓ Appraise	INT	1	=	1	
✓ Artistry	INT	1	=	1	
✓ Artistry (Choreography)	INT	1	=	1	
✓ Artistry (Criticism)	INT	1	=	1	
✓ Artistry (Literature, including Poetry)	INT	1	=	1	
✓ Artistry (Musical composition)	INT	1	=	1	
✓ Artistry (Philosophy)	INT	2	=	1 + 1	
✓ Artistry (Playwriting)	INT	1	=	1	
✓ Bluff	CHA	-1	=	-1	
✓ Climb	STR	2	=	-1 + 1 + 2	
✓ Craft (Alchemy)	INT	5	=	1 + 1 + 3	
✓ Craft (Mechanical)	INT	9	=	1 + 5 + 3	
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	-1	=	-1	
✓ Disable Device	DEX	5	=	4 + 2 + -1	
✓ Disguise	CHA	-1	=	-1	
✓ Escape Artist	DEX	3	=	4 + -1	
✓ Fly	DEX	3	=	4 + -1	
✓ Heal	WIS	10	=	2 + 5 + 3	
✓ Intimidate	CHA	-1	=	-1	
✓ Knowledge (Dungeoneering)	INT	8	=	1 + 7	
✓ Knowledge (Engineering)	INT	12	=	1 + 7 + 4	
✓ Knowledge (Geography)	INT	9	=	1 + 2 + 6	
✓ Linguistics(Androffan)	INT	2	=	1 + 1	
✓ Lore (Physics)	INT	4	=	1 + 3	
✓ Perception	WIS	11	=	2 + 6 + 3	
✓ Perform (Untrained)	CHA	-1	=	-1	
✓ Profession (Engineer)	WIS	6	=	2 + 1 + 3	
✓ Ride	DEX	3	=	4 + -1	
✓ Sense Motive	WIS	2	=	2	
✓ Sleight of Hand	DEX	7	=	4 + 1 + 2	
✓ Stealth	DEX	3	=	4 + -1	
✓ Survival	WIS	10	=	2 + 5 + 3	
✓ Swim	STR	2	=	-1 + 1 + 2	
			=	+ +	

Masterwork Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
1H-P	+7/+2	1d4-1	2W-P-(OH)	+1/-4				1d4-1
1H-O	+3/-2	1d4-1	2W-P-(OL)	+3/-2				1d4-1
2H	+7/+2	1d4-1	2W-OH	-1				1d4-1
	10 ft.	20 ft.	30 ft.	40 ft.				50 ft.
TH	+13/+8	+11/+6	+9/+4	+6/+1				+4/-1
Dam	1d4	1d4	1d4	1d4-1				1d4-1

Masterwork Pistol				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	BP	M	20/x4	5 ft.
Range: 20 ft.		To Hit: +13/+8			Damage: 1d8+1			
	30 ft.	40 ft.	60 ft.	80 ft.		100 ft.		
TH	+11/+6	+10/+5	+8/+3	+6/+1		+4/-1		
Dam	1d8+1	1d8	1d8	1d8		1d8		
	120 ft.	140 ft.	160 ft.	180 ft.		200 ft.		
TH	+2/-3	+0/-5	-2/-7	-4/-9		-6/-11		
Dam	1d8	1d8	1d8	1d8		1d8		
Special Properties: Misfire 1 (5 ft)								

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt +1		Light	+5	+4	-1	20
*Scatterlight Suit (Red)		Light	+1	+8	-1	5
Activating a scatterlight suit i s a standard action; once activated, the suit diffuses and blurs light reflected from its surface, making the wearer appear hazy and indistinct. While active, a scatterlight suit increases the wearer's touch AC by a variable amount-this bonus is an armor bonus, but does not increase the wearer's normal or flatfooted AC beyond the scatterlight suit's baseline armor bonus of +1. This bonus to touch AC only applies to attacks made by beam weapons and rays-it does not provide additional protection to other touch attacks., Touch AC Bonus +6						

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✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

Conditional Skill Modifiers:

+2 trait bonus on Knowledge checks to identify alien monsters' abilities and weaknesses.

Grit

Points

[Paizo Inc. - Ultimate Combat]

EMP Pistol		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried		M	20/x2	5 ft.
Range: 30 ft.		To Hit: +12/+7		Damage: 2d6+1		
	50 ft.	100 ft.	150 ft.	200 ft.	250 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	2d6	2d6	2d6	2d6	2d6	
	300 ft.	350 ft.	400 ft.	450 ft.	500 ft.	
TH	+1/-4	-1/-6	-3/-8	-5/-10	-7/-12	
Dam	2d6	2d6	2d6	2d6	2d6	
Special Properties: Cannot harm living, deals half damage to androids and creatures with cybernetic implants.						

Autograpnel +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.	
TH	+13/+8	+10/+5	+8/+3	+6/+1	+4/-1	
Dam	1d8+8	1d8+7	1d8+7	1d8+7	1d8+7	
	180 ft.	210 ft.	240 ft.	270 ft.	300 ft.	
TH	+2/-3	+0/-5	-2/-7	-4/-9	-6/-11	
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7	
Special Properties: 300 ft max cord length, effective str of 22.						

Laser Torch	HAND	TYPE	SIZE	CRITICAL	REACH
	Not Carried	F	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6/+1	1d10-1				
Special Properties: Invisible objects and creatures can't be harmed by a laser torch.					

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Inferno Pistol +1	Equipped	1	2 / 4,800	
An inferno pistol is a less refined variant of the longer-range laser pistolTG. Unlike a laser pistol, which uses an intensely focused beam of light to burn a target, an inferno pistol is much less elegant—it generates a blob of molten, red-hot material and fires what appears to be a burning pellet of fire with a soft hissing sound. This material is consumed swiftly in firing, leaving behind nothing but ash and painful burns on anything it strikes. On a critical hit, a shot from an inferno pistol also inflicts 1 point of burn damage (Reflex DC 12 negates). An inferno pistol has a maximum range of 5 increments.Capacity: 1 canister, Special: touch, Usage: 1 charge				
Armband with inset pearls	Equipped	1	0 / 700	
(Bracelets), (Bracelets)				
Chain Shirt +1	Equipped	1	25 / 1,250	
Outfit (Traveler's)	Equipped	1	5 / 0	
Muleback Cords	Equipped	1	1 / 1,000	
Hemochem (Grade I)	Equipped	2	0 (0) / 250 (500)	
Ioun Torch	Equipped	1	0 / 75	
Ion Tape	Equipped	1	1 / 100	
Capacity: 0, Usage: disposable				
Alchemical Cartridge (Paper/Bullet)	Equipped	20	0 (0) / 12 (240)	
■■■■■ ■■■■■ ■■■■■ ■■■■■				
Bullet (Firearm/30)	Carried	2	NaN (NaN) / 30 (60)	
■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■				
■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■				
■■■■■ ■■■■■				
Bullet (Firearm/30)	Equipped	1	NaN / 30	
Scroll (Unholy Blight)	Equipped	1	NaN / 700	
Nanite Canister	Equipped	1	1 / 500	
Capacity: 0, Usage: disposable				
Battery	Carried	1	1 / 100	
Battery	Equipped	6	1 (6) / 100 (600)	
■■■■■ ■				
Battery	Saddle (Pack)	5	1 (5) / 100 (500)	
■■■■■				
Scatterlight Suit (Red)	Equipped	1	5 / 1,400	
Activating a scatterlight suit i s a standard action; once activated, the suit diffuses and blurs light reflected from its surface, making the wearer appear hazy and indistinct. While active, a scatterlight suit increases the wearer's touch AC by a variable amount-this bonus is an armor bonus, but does not increase the wearer's normal or flatfooted AC beyond the scatterlight suit's baseline armor bonus of +1. This bonus to touch AC only applies to attacks made by beam weapons and rays-it does not provide additional protection to other touch attacks.. Touch AC Bonus +6Capacity: 24, Usage: 1 charge/hour				
Magboots (Timeworn)	Equipped	1	6 / 2,500	
Capacity: 10, Usage: 1 charge/hour				
Veemod Goggles	Equipped	1	0 / 1,000	
Capacity: 10, Usage: varies0 lbs., 1 Veemod (Black)				
Veemod (Black)	Veemod Goggles	1	0 / 400	
Magnification +2Usage: 1 charge/day				
Masterwork Dagger	Carried	1	1 / 302	
Zipstick	Carried	1	1 / 20	
Capacity: 10, Usage: 1 charge				
Technological League Pin	Carried	1	1 / 100	
(Unidentified Magic Item 1 lbs)				
Nanite Hypogun (Black)	Carried	1	1 / 6,000	
5 zostaly Capacity: 10, Usage: 1 charge or 5 charges				
Hardware Numbers of power relay and reactor under Torch	Carried	1	0 / 0.2	
(Parchment (Sheet))				
Masterwork Pistol	Carried	1	4 / 1,300	
Misfire 1 (5 ft)				
Skillslot	Carried	1	0 / 2,000	
TOTAL WEIGHT CARRIED/VALUE		75,51 lbs.	55,231.2gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Skillslot	Saddle (Pack)	1	0 / 2,000
Envoy's Mouthpiece	Carried	1	1 / 2,000
Originally worn by translators, messengers, and diplomats, these objects were always constructed to appear elegant and beautiful. An envoy's mouthpiece is a circlet worn across the mouth, with slender arms that reach along the jaw to wrap around the wearer's skull and hold the device in place. Two thin earpieces extend up from the band to slip unobtrusively into the user's ears once a mouthpiece is donned. When created, an envoy's mouthpiece is encoded with a specific single language. Whenever the language is spoken within 30 feet of the wearer, the mouthpiece translates that language into Androffan. In addition, any words spoken in Androffan by the wearer are transformed by the mouthpiece into the encoded language, allowing conversation to take place between the wearer and speakers of the encoded language. An envoy's mouthpiece cannot be used to translate languages other thanthe one it has been programmed to translate, but a newly created mouthpiece could, in theory, translate languages into something other than Androffan. An envoy's mouthpiece automatically records any words spoken through it, allowing anything said through the device to be replayed through its earpiece at the touch of a button on the lower right side. Up to 30 continuous hours can be recorded in this manner. Holding the button down for a full round erases any currently stored conversations.Capacity: 10, Usage: 1/hour			
EMP Pistol	Carried	1	2 / 12,000
Cannot harm living, deals half damage to androids and creatures with cybernetic implants.Capacity: 10, Special: semi-automatic, touch, Usage: 1 charge			
Inhibitor Facet	Carried	1	0 / 0
A memory facet is a length of crystal about the size of a human thumb that's adorned at one end by a metal cap fitted with prongs and plugs. The crystal's interior contains sparkling veins of glittering light. A memory facet is a high-capacity storage device capable of containing a staggering amount of programming—these devices were rare and difficult to craft, and at the time Divinity began its mission, they were primarily used for one purpose: storing and transporting the staggeringly complex code required to program and enhance artificial intelligences. To use a memory facet, one needs simply to insert the crystal's connectors into an appropriate slot in an AI's core processor or a robot under the AI's control. A core processor or robot can hold as many memory facets as it has available slots, but at any one time, an AI can benefit from a maximum number of memory facets equal to its CR divided by 4 (minimum 1). The AI can gain the benefits of memory facets installed in any of the robots and processors it controls—where a memory facet is installed makes little difference, but most AIs prefer to keep their memory facets installed in their most secure locations. Each memory facet contains a unique combination of emotions, knowledge, traits, and personality quirks designed to enhance and bolster an artificial intelligence's capabilities. In rare cases, destructive memory facets were created—items intended to disable or damage an artificial intelligence in case of emergencies. An AI immediately gains all of the advantages (and any disadvantages) associated with a particular memory facet as soon as it is installed (this is a full-round action). Memory facets can change an AI's personality or even its alignment. An AI can try to resist having a memory facet added to its code by attempting a DC 20 Will save. If the AI is successful, the memory facet ceases functioning for 1d4 rounds, and must be extracted and reinstalled to make a second attempt to changing the AI's code. Once installed, a memory facet is difficult to remove; removing one requires either a successful DC 25 Strength check to wrench free or a successful DC 30 Disable Device check. Both attempts are full-round actions. Listed below are rules for the memory facets in this adventure—future adventures will contain rules for other types of memory facets, and in the final adventure, the PCs can use their collected facets not only to fight against Unity, but also to augment and enhance their own AI ally, the oracle Casandalee. Aggression Facet: This memory facet enhances an AI's offensive protocols, imparting a +2 bonus on all attack rolls and weapon damage rolls, and granting Deadly Aim and Power Attack as bonus feats when the AI is controlling a robot. Ego Facet: An ego facet bolsters an AI's sense of selfesteem and sense of worth, imparting a +2 bonus on all Fortitude saving throws and a +4 bonus on Intimidate checks, as well as granting Toughness as a bonus feat when the AI is controlling a robot. Inhibitor Facet: An inhibitor facet is unusual among memory facets in that it isn't intended to augment an AI at all, but rather to hinder and impair its functionality. When installed, an inhibitor facet reduces an AI's Charisma by 4 and imposes a –4 penalty on all skill checks, saving throws, initiative checks, and attack rolls. The effects of multiple inhibitor facets do not stack.. (Memory Facet)			
Autograpnel +1	Carried	1	10 / 6,300
300 ft max cord length, effective str of 22.Capacity: 20, Special: grapple, slow-firing, Usage: 1 charge			
Veemod (Brown)	Carried	1	0 / 200
Flash protectionUsage: 1 charge/day			
Donkey		1	600 / 8
112 lbs., 1 Saddle (Pack)			
Saddle (Pack)	Donkey	1	15 / 5
97 lbs., 1 Gunslinger's Kit, 1 Gunsmith's Kit, 1 Grippers, 5 Battery, 1 Skillchip (Mark I/Skillchip Skill (Knowledge (Engineering))), 1 Skillslot, 1 Power Relay, 1 Laser Torch			
Gunslinger's Kit	Saddle (Pack)	1	31 / 26
This includes a backpack, a bedroll, a belt pouch, a flint and steel, a gunsmith#s kit, an iron pot, a mess kit, a powder horn, rope, torches (10), trail rations (5 days), and a waterskin.			
Gunsmith's Kit	Saddle (Pack)	1	2 / 15
Grippers	Saddle (Pack)	1	5 / 100
Capacity: 0, Usage: 0			
Skillchip (Mark I/Skillchip Skill (Knowledge (Engineering)))	Saddle (Pack)	1	0 / 400
Power Relay	Saddle (Pack)	1	50 / 0
A power relay is a valuable device that allows the long-distance transmission of energy from a nearby generator to a device that can make use of it. Every power generatorTG has a built-in power transmitter that allows for the transmission of power to a nearby power receiverTG, but an external power relay is required to send this energy beyond the generator's limitations. A power relay consumes 10 charges when it is activated (this is a full-round action), after which it automatically links to the closest generator within 1,000 feet that has an available yield. This distance is halved for every 5 feet of metal or 20 feet of solid stone between the generator and the power relay. The power relay consumes 1 charge of the generator's available yield per hour to maintain its own power supplies, and can be programmed to transmit any remaining charges of available yield to any object capable of receiving broadcast power, to a maximum distance of 150 miles. This distance is halved for every 5 feet of metal or 20 feet of solid stone between the generator and the power relay. Power transmitted by this device is lost unless the device is programmed to transmit to a specific target capable of accepting a charge in range. Before a power relay can transmit, it must be linked to the target of its transmission to establish the transmission protocols. This consumes 10 charges and takes 1 minute to complete. Once completed, the distance between the power relay and the target of its transmissions can vary up to its maximum range. A small screen on the side of the power relay provides constant updates on the link, including bearings, distances, and the nature of the object to which it is linked. This device essentially functions as a power generator that provides an hourly yield of charges to its target. For example, if a power relay that provided a yield of 40 charges was linked to a laser pistol, that laser pistol could be fired 40 times per hour without needing an additional charge. Power relays can only function a limited number of times before their delicate internal mechanisms burn out. Each tim ea power relay is used to initiate a new energy transfer, there's a cumulative 2% chance it burns out and becomes useless. Once a new transfer begins, a power relay can maintain that link between the generator and its target indefinitely (as long as there's always an available yield of at least 1 charge from the generator to keep itself powered). Note that a power relay has built-in signal boosters, and thus the range of its transmissions cannot be further increased through the use of additional signal boostersTG.Capacity: 10, usage: See text			
Laser Torch	Saddle (Pack)	1	4 / 6,000
Invisible objects and creatures can't be harmed by a laser torch.Capacity: 10, Special: touch, Usage: 1 charge			
TOTAL WEIGHT CARRIED/VALUE		75,51 lbs.	55,231.2gp

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150
MONEY					
Total= 0 gp					
MAGIC					
Languages					
Androffan, Common, Hallit					
Other Companions					
Archetypes					
Techslinger			[Paizo Inc. - Technology Guide, p.12]		
Techslingers spurn unreliable gunpowder weapons in favor of high-tech armaments. They learn to master the quirks of timeworn technology and methods of keeping weapons charged in a primitive world. Techslingers still start play with the black powder blunderbuss, pistol, or rifle granted by the gunsmith class ability, but they gain specialized powers for use after they gain weapons of advanced technology. A techslinger has the following class features.					
Traits					
Mathematical Prodigy (Knowledge (Engineering))			[Paizo Inc. - Second Darkness Player's Guide, p.13]		
Mathematics has always come easily for you, and you have always been able to "see the math" in the physical and magical world. You gain a +1 trait bonus on Knowledge (Arcana) and Knowledge (Engineering) checks, and Knowledge (Engineering) is always a class skill for you.					
Stargazer			[Paizo Publishing - Iron Gods Player's Guide, p.9]		
They say the strange technological ruins scattered throughout Numeria came from the skies several thousand years ago. The concept of life on other planets far beyond Golarion has always fascinated you, and you've long hoped to learn more about what life on those other planets may have been like. You've heard stories about the strange alien creatures found in Numerian dungeons and hope to learn all you can about them—perhaps some of these aliens can be found in the caverns below Torch! You gain a +2 trait bonus on Knowledge checks to identify alien monsters' abilities and weaknesses. In addition, you gain a +1 trait bonus on Knowledge (geography) checks, and this skill is a class skill for you. You are treated as if you possessed the Technologist feat for the purposes of resolving checks to identify an alien creature using a Knowledge skill and for all Knowledge (geography) checks. If you already possess the Technologist feat, then your trait bonus on Knowledge (geography) checks increases to +3.					
Special Qualities					
Bonus Feat			[Paizo Inc. - Core Rulebook, p.27]		
Humans select one extra feat at 1st level.					
Bonus Feats			[Paizo Inc. - Technology Guide, p.13]		
:At 4th level, and every four levels thereafter, a gunslinger gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat or grit feats. A techslinger can select Technologist as a bonus feat, even though it's neither a combat nor a grit feat.					
Bonus Grit (6x)			[Paizo Inc. - Advanced Race Guide, p.43]		
Gunslinger: Add +1/4 to the number of grit points in the gunslinger's grit pool.					
Gunsmith			[Paizo Inc. - Ultimate Combat, p.9]		
At 1st level, a gunslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The gunslinger also gains Gunsmithing as a bonus feat.					
Grit (Ex)			[Paizo Inc. - Ultimate Combat, p.9]		
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 ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains 3 grit points. Her grit goes up or down throughout the day, but usually cannot go higher than 3, though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds, and regains grit in the following ways. Critical Hit with a Firearm ~ Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit. Killing Blow with a Firearm ~ When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.					

Nimble (Ex)	[Paizo Inc. - Ultimate Combat, p.12]
Starting at 2nd level, a gunslinger gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).	
Deeds	[Paizo Inc. - Ultimate Combat, p.10]
Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longerlasting effects. Some deeds stay in effect as long as the gunslinger has at least 1 grit point. The following is the list of base gunslinger deeds. A gunslinger can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.	
Covet Charge (Ex)	[Paizo Inc. - Technology Guide, p.13]
At 1st level, a techslinger can spend 1 grit point to use 1 charge fewer than normal when firing a technological weapon (minimum 0), as long as the weapon has enough charges remaining to be fired at least once. This deed replaces deadeye.	
Gunslinger's Dodge (Ex)	[Paizo Inc. - Ultimate Combat, p.10]
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 gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.	
Reliable (Ex)	[Paizo Inc. - Technology Guide, p.13]
At 1st level, a techslinger can spend 1 grit point as a free action to prevent a timeworn firearm from glitching. This deed replaces quick clear.	
Gunslinger Initiative (Ex)	[Paizo Inc. - Ultimate Combat, p.10]
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 is not hidden, she can draw a single firearm as part of the initiative check.	
Pistol-Whip (Ex)	[Paizo Inc. - Ultimate Combat, p.11]
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 and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and twohanded firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/?2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.	
Utility Shot (Ex)	[Paizo Inc. - Ultimate Combat, p.11]
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 the shot. Blast Lock: The gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. Arcane lock grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though knock can still be employed to bypass the lock, and the creator of an arcane lock can still bypass the wards of that spell. Scoot Unattended Object: The gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally. Stop Bleeding: The gunslinger makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The gunslinger does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally	
Dead Shot (Ex)	[Paizo Inc. - Ultimate Combat, p.11]
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, sheshoots the firearm at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the	

gunslinger's single attack is considered to have hit. For each additional successful attack roll beyond the first, the gunslinger increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7thlevel gunslinger firing a musket hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0). The gunslinger only misfires on a dead shot if all the attack rolls are misfires. She cannot perform this deed with a blunderbuss or other scatter weapon when attacking creatures in a cone. The gunslinger must spend 1 grit point to perform this deed.

Starting Shot (Ex) [Paizo Inc. - Ultimate Combat, p.11]

At 7th level, a gunslinger with least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

Targeting (Ex) [Paizo Inc. - Ultimate Combat, p.11]

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 locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature she targets. Creatures that are immune to sneak attacks are immune to these effects.

Arms - On a hit, the target takes no damage from the hit but drops one carried item of the gunslinger's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.

Head - On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect.

Legs - On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.

Torso - Targeting the torso threatens a critical on a 19-20.

Wings - On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Skilled [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Technic Training (Ex) [Paizo Inc. - Technology Guide, p.13]

Starting at 5th level, a techslinger can select one specific type of advanced technology firearm (such as a laser pistol, mindrender, stun gun, or zero rifle). Thereafter, she gains a bonus equal to her Dexterity modifier on damage rolls when using that firearm. Furthermore, she treats all detrimental glitches of timeworn versions of her selected firearm as a result of no glitch. (She can retain the effects ofbeneficial glitches if she wishes.) Every 4 levels thereafter (9th, 13th, and 17th), the techslinger selects another type of advanced technology firearm, gaining these bonuses for those types as well. This ability replaces gun training.

Technic Training Choice (Inferno Pistol) [Paizo Inc. - Technology Guide, p.13]

Feats

Craft Technological Item [Paizo Inc. - Technology Guide, p.6]

You can craft technological gear and items.

You can create technological gear. Creating a piece of technological gear takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting HighTech Items on page 16 for more information. You can also repair a broken technological item ifit is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

Deadly Aim [Paizo Inc. - Core Rulebook, p.121]

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

You can choose to take a -2 penalty on all ranged attack rolls to gain a +4 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Point-Blank Shot [Paizo Inc. - Core Rulebook, p.131]

You are especially accurate when making ranged attacks against close target.

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Shot [Paizo Inc. - Core Rulebook, p.132]

You can make an additional ranged attack.

When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Scavenger's Luck [Paizo Inc. - Technology Guide, p.7]

You coax better behavior out of timeworn technology.

When your check for using a piece of timeworn technology results in a glitch, you can roll again. You must choose to reroll before determining the specific glitch, and

must take the second result, even if it's worse. When you use timeworn technology, it doesn't automatically glitch on a natural 1.

Technologist [Paizo Inc. - Technology Guide, p.7]

You are familiar with the basic mechanics of technology.

You are considered to be trained in any skill used against a technology-based subject. If the skill in question requires training to use even against non-technological subjects, you must still have ranks in that skill in order to gain the benefit ofTechnologist. Normal: You treat all skill checks made against technology as if they were untrained skill checks. This may mean that you cannot attempt certain skill checks, even if you possess ranks in the skill in question.

Armor Proficiency, Light [Paizo Inc. - Core Rulebook, p.118]

You are skilled at wearing light armor.

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.

Exotic Weapon Proficiency (Firearms) [Paizo Inc. - Core Rulebook, p.123]

You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

You make attack rolls with the weapon normally.

Gunsmithing [Paizo Inc. - Ultimate Combat, p.103]

You know the secrets of repairing and restoring firearms.

If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms - You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition - You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm - Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

[Special]If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Martial Weapon Proficiency [Paizo Inc. - Core Rulebook, p.130]

You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency [Paizo Inc. - Core Rulebook, p.133]

You are trained in the use of basic weapons.

You make attack rolls with simple weapons without penalty.

Proficiencies

Sara

Human

RACE

19

AGE

Female

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

4' 8"

HEIGHT

100 lbs.

WEIGHT

Blue

EYE COLOUR

Light

SKIN COLOUR

Black, Long, straight

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography:



Notes:

Tech Items: