

Sara

Character Name

Gunslinger (Techslinger) 15

CLASS

Toshi

Player Name

Human / Humanoid

RACE

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

4' 8" / 88 lbs.

HEIGHT / WEIGHT

Lawful Neutral

Alignment

Normal

VISION



15 (14)

635000 / 890000

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

STR

Strength

8

-1

8

-1

DEX

Dexterity

21

+5

23

+6

CON

Constitution

16

+3

16

+3

INT

Intelligence

12

+1

12

+1

WIS

Wisdom

14

+2

14

+2

CHA

Charisma

8

-1

8

-1

HP

hit points

140

AC

armor class

30

21

20

10

7

0

4

0

3

1

5

0

0

0

0

0

INITIATIVE

modifier

+6

+6

+0

Encumbrance

Light

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+12

=

+9

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+15

=

+9

+

+6

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

Conditional Combat Modifiers:

+2 bonus on initiative checks if you have 1+ grit points.

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+14/+9/+4

=

+15/+10/+5

+

-1

+

+0

+

+0

+

0

+

RANGED

attack bonus

+21/+16/+11

=

+15/+10/+5

+

+6

+

+0

+

+0

+

0

+

CMB

attack bonus

+14/+9/+4

=

+15/+10/+5

+

-1

+

+0

+

+

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

CMB

+14/+9/+4

+14/+9/+4

+14/+9/+4

+14/+9/+4

+14

+14

CMD

36

36

36

36

36

36

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+14/+9/+4	1d3-1	20/x2	5 ft.

*Arc Cannon (Timeworn)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both		M	20/x2	5 ft.
Range: 30 ft.		To Hit: +22/+17/+12		Damage: 3d6+7		
300 ft.		600 ft.		1200 ft.		
TH		TH		TH		
+21/+16/+11		+19/+14/+9		+17/+12/+7		
3d6+6		3d6+6		3d6+6		
1800 ft.		2100 ft.		2400 ft.		
TH		TH		TH		
+11/+6/+1		+9/+4/-1		+7/+2/-3		
3d6+6		3d6+6		3d6+6		

Special Properties: Against metallic targets or creatures wearing medium or heavy metal armor, an arc cannon grants a +2 circumstance bonus on attack rolls, and the save DC against its blast mode increases by 2.

TOTAL SKILLPOINTS: 90		MAX RANKS: 15/15			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	23	=	6	+ 15 + 2
✓ Appraise	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	3	=	1	+ 2
✓ 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	18	=	1	+ 14 + 3
✓ Craft (Untrained)	INT	1	=	1	
✓ Craft (Weapons)	INT	5	=	1	+ 1 + 3
✓ Diplomacy	CHA	-1	=	-1	
✓ Disable Device	DEX	7	=	6	+ 2 + -1
✓ Disguise	CHA	-1	=	-1	
✓ Escape Artist	DEX	5	=	6	+ -1
✓ Fly	DEX	9	=	6	+ 4 + -1
✓ Handle Animal	CHA	3	=	-1	+ 1 + 3
✓ Heal	WIS	14	=	2	+ 9 + 3
✓ Intimidate	CHA	-1	=	-1	
Knowledge (Dungeoneering)	INT	16	=	1	+ 15
Knowledge (Engineering)	INT	20	=	1	+ 15 + 4
Knowledge (Geography)	INT	9	=	1	+ 2 + 6
Linguistics(Androffan)	INT	2	=	1	+ 1
Lore (Physics)	INT	5	=	1	+ 4
✓ Perception	WIS	20	=	2	+ 15 + 3
✓ Perform (Untrained)	CHA	-1	=	-1	
✓ Profession (Engineer)	WIS	10	=	2	+ 5 + 3
✓ Ride	DEX	5	=	6	+ -1
✓ Sense Motive	WIS	2	=	2	
✓ Sleight of Hand	DEX	9	=	6	+ 1 + 2
✓ Stealth	DEX	5	=	6	+ -1

EMP Pistol +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped		M	20/x2	5 ft.
Range: 30 ft.		To Hit: +24/+19/+14		Damage: 2d6+3			
50 ft.		100 ft.		150 ft.		200 ft.	
TH	+23/+18/+13	TH	+21/+16/+11	TH	+19/+14/+9	TH	+17/+12/+7
Dam	2d6+2	Dam	2d6+2	Dam	2d6+2	Dam	2d6+2
300 ft.		350 ft.		400 ft.		450 ft.	
TH	+13/+8/+3	TH	+11/+6/+1	TH	+9/+4/-1	TH	+7/+2/-3
Dam	2d6+2	Dam	2d6+2	Dam	2d6+2	Dam	2d6+2
Special Properties: Cannot harm living, deals half damage to androids and creatures with cybernetic implants.							

✓ Survival	WIS	16	=	2	+	11	+	3
✓ Swim	STR	2	=	-1	+	1	+	2
			=	+		+		
			=	+		+		
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.								

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

Fleshnet cannon			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped		M	none/x0	5 ft.
Range: 20 ft.		To Hit: +18/+13/+8		Damage: d0+1			
30 ft.		40 ft.		60 ft.		80 ft.	
TH	+16/+11/+6	TH	+15/+10/+5	TH	+13/+8/+3	TH	+11/+6/+1
Dam	d0+1	Dam	d0	Dam	d0	Dam	d0
120 ft.		140 ft.		160 ft.		180 ft.	
TH	+7/+2/-3	TH	+5/+0/-5	TH	+3/-2/-7	TH	+1/-4/-9
Dam	d0	Dam	d0	Dam	d0	Dam	d0

Special Properties: Creatures other than neh-thalggu take a –2 penalty on attack rolls with a fleshnet cannon. Fleshnet cannons are built for Large creatures, and smaller creatures take additional penalties as appropriate when using these weapons., When a fleshnet cannon is fired, it makes a low, wet, sucking noise as the barrel seems to convulse an instant before expelling a glob of pink fleshy material. This glob expands rapidly so that by the time it strikes its target, the flesh unfurls into a net. Unlike a typical net, this net doesn't trail ropes, nor does it have a maximum range of 10 feet., The net automatically entangles a creature of Huge or larger size it hits. As soon as it entangles a creature, and then again at the start of every round that follows for the next 5 rounds, the fleshnet squeezes and crushes the target, dealing 2d6+6 points of bludgeoning damage as it excretes a powerful soporific—the victim must make a DC 15 Fortitude save to avoid being rendered unconscious for 2d6 minutes. A fleshnet does not continue to crush a sleeping or unconscious foe., An entangled creature can escape a fleshnet with a successful DC 25 Escape Artist check (a full-round action). The net has 10 hit points and DR 10/slashing; it can be burst with a successful DC 28 Strength check (also a full-round action).

*: 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 +3		Light	+7	+4	-1	20
*Amulet of Natural Armor +3			+3		+0	0
*Ring of Protection +1			+1		+0	0
Scatterlight Suit (Red)		Light	+1	+8	-1	5
Activating a scatterlight suit is 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						
*Heavy Weapon Harness		Light	+1	+6	-1	5
allowing the user to wield heavy weapons as if they were regular firearms, using the Exotic Weapon (firearms) feat for proficiency rather than Exotic Weapon (heavy weaponry). A character with Exotic Weapon (heavy weaponry) who wears an H-belt finds the use of heavy weapons even easier, and gains a + 1 circumstance bonus on all attack rolls made with harnessed heavy weapons.						

Grit	
Points	□□□□□ □□
[Paizo Inc. - Ultimate Combat]	

Masterwork Pistol		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	BP	M	20/x4	5 ft.
Range: 20 ft.		To Hit: +23/+18/+13	Damage: 1d8+1			
30 ft.		40 ft.	60 ft.	80 ft.	100 ft.	
TH	+21/+16/+11	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	
Dam	1d8+1	1d8	1d8	1d8	1d8	
120 ft.		140 ft.	160 ft.	180 ft.	200 ft.	
TH	+12/+7/+2	+10/+5/+0	+8/+3/-2	+6/+1/-4	+4/-1/-6	
Dam	1d8	1d8	1d8	1d8	1d8	
Special Properties: Misfire 1 (5 ft)						

Pistol +1 (Double-Barreled/Huntsman)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	BP	M	20/x4	5 ft.
Range: 20 ft.		To Hit: +23/+18/+13	Damage: 1d8+2			
30 ft.		40 ft.	60 ft.	80 ft.	100 ft.	
TH	+21/+16/+11	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	
Dam	1d8+2	1d8+1	1d8+1	1d8+1	1d8+1	
120 ft.		140 ft.	160 ft.	180 ft.	200 ft.	
TH	+12/+7/+2	+10/+5/+0	+8/+3/-2	+6/+1/-4	+4/-1/-6	
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	
Special Properties: Misfire 1-2 (5 ft.), +1d6 damage to creatures tracked with Survival, provides enhancement bonus to track creatures the weapon has damaged						

Rocket Launcher		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	BF	M	none/x0	5 ft.
Range: 30 ft.		To Hit: +18/+13/+8	Damage: 6d6+1			
120 ft.		240 ft.	360 ft.	480 ft.	600 ft.	
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1	
Dam	6d6	6d6	6d6	6d6	6d6	
720 ft.		840 ft.	960 ft.	1080 ft.	1200 ft.	
TH	+7/+2/-3	+5/+0/-5	+3/-2/-7	+1/-4/-9	-1/-6/-11	
Dam	6d6	6d6	6d6	6d6	6d6	
Special Properties: When a rocket strikes its target, it explodes in a 30-foot-radius burst that deals fire and bludgeoning damage to all creatures within that area of effect-a successful DC 15 Reflex save halves the damage for all but the target. [6d6 bludgeoning, 6d6 fire]						

Holy Water (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped		M	20/x2	5 ft.
10 ft.		20 ft.	30 ft.	40 ft.	50 ft.	
TH	+22/+17/+12	+20/+15/+10	+18/+13/+8	+15/+10/+5	+13/+8/+3	
Dam	2d4+1	2d4+1	2d4+1	2d4	2d4	
Special Properties: thrown splash weapon see p.202, Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.						

Inferno Pistol +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	F	M	20/x2	5 ft.
30 ft.		60 ft.	90 ft.	120 ft.	150 ft.	
TH	+23/+18/+13	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	
Dam	1d6+8	1d6+7	1d6+7	1d6+7	1d6+7	
180 ft.		210 ft.	240 ft.	270 ft.	300 ft.	
TH	+12/+7/+2	+10/+5/+0	+8/+3/-2	+6/+1/-4	+4/-1/-6	
Dam	1d6+7	1d6+7	1d6+7	1d6+7	1d6+7	
Special Properties: 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.						

Laser Pistol +1 (Bane (Constructs)/Flaming/Siccatite (Hot))		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	F	M	20/x2	5 ft.
Range: 30 ft.		To Hit: +23/+18/+13	Damage: 1d8+8			
50 ft.		100 ft.	150 ft.	200 ft.	250 ft.	
TH	+22/+17/+12	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7	
300 ft.		350 ft.	400 ft.	450 ft.	500 ft.	
TH	+12/+7/+2	+10/+5/+0	+8/+3/-2	+6/+1/-4	+4/-1/-6	
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7	
Special Properties: A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide cover from lasers - but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks., +2 enhancement bonus and does +2d6 bonus damage against Constructs, deals 1 point of fire damage per round to wielder and on each hit, +1d6 fire damage						

Laser Cannon (Timeworn)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	F	M	20/x2	5 ft.
Range: 30 ft.		To Hit: +22/+17/+12	Damage: 3d6+1			
300 ft.		600 ft.	900 ft.	1200 ft.	1500 ft.	
TH	+21/+16/+11	+19/+14/+9	+17/+12/+7	+15/+10/+5	+13/+8/+3	
Dam	3d6	3d6	3d6	3d6	3d6	
1800 ft.		2100 ft.	2400 ft.	2700 ft.	3000 ft.	
TH	+11/+6/+1	+9/+4/-1	+7/+2/-3	+5/+0/-5	+3/-2/-7	
Dam	3d6	3d6	3d6	3d6	3d6	
Special Properties: A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide cover from lasers - but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.						

Autograpnel +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried	P	M	20/x3	5 ft.
30 ft.		60 ft.	90 ft.	120 ft.	150 ft.	
TH	+23/+18/+13	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	
Dam	1d8+8	1d8+7	1d8+7	1d8+7	1d8+7	
180 ft.		210 ft.	240 ft.	270 ft.	300 ft.	
TH	+12/+7/+2	+10/+5/+0	+8/+3/-2	+6/+1/-4	+4/-1/-6	
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7	
Special Properties: 300 ft max cord length, effective str of 22.						

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Natural Armor +3	Equipped	1	0 / 18,000
Armband with inset pearls (Bracelets), (Bracelets)	Equipped	1	0 / 700
Ring of Forcefangs	Equipped	1	0 / 8,000
Negates any force spell or spell-like ability targeted at the wearer. Doing so gives the ring a number of charges equal to the spell level of the incoming force effect, to a maximum of 9 charges. On command, the wearer can use the ring's charges to cast magic missile, per the spell of the same name, per charge but no more than five missiles per round.			
Ring of Protection +1	Equipped	1	0 / 2,000
Arc Cannon (Timeworn)	Equipped	1	18 / 20,000
Against metallic targets or creatures wearing medium or heavy metal armor, an arc cannon grants a +2 circumstance bonus on attack rolls, and the save DC against its blast mode increases by 2.CAPACITY: 50, Special: Automatic, touch, Usage: 1 charge			
Engineer's Workgloves	Equipped	1	0 / 3,000
Muleback Cords	Equipped	1	1 / 1,000
Chain Shirt +3	Equipped	1	25 / 9,250
Belt of Incredible Dexterity +2	Equipped	1	1 / 4,000
Outfit (Traveler's)	Equipped	1	5 / 0
Handy Haversack	Equipped	1	5 / 2,000
111 lbs., 1 Avistan Map with Alien Infestation sites marked, 15 Battery, 1 Cybernetic Arm, 1 Cybernetic Eyes, 1 EMP Pistol +2, 1 Envoy's Mouthpiece, 1 Fleshnet cannon, 2 Hemochem (Grade I), 1 Hemochem (Grade IV), 1 Ion Tape, 1 Ioun Torch, 1 Masterwork Pistol, 1 Memory Facet - Inhibitor, 8 Nanite Canister, 1 Pistol +1 (Double-Barreled/Huntsman), 1 Robojack (Timeworn), 1 Rocket Launcher, 1 Scatterlight Suit (Red), 1 Skillslot, 1 Veemod (Black), 1 Veemod (Brown), 1 Zipstick, 1 Antitoxin (Vial), 1 Holy Water (Flask), 1 Thoracic Nanite Chamber (Mark II), 1 Nanite Hypogon (White/Timeworn), 1 Inferno Pistol +1, 1 Laser Pistol +1 (Bane (Constructs)/Flaming/Siccatite (Hot)), 1 Laser Cannon (Timeworn), 1 Jetpack, 1 Fire Extinguisher, 2 Flashlight			
Avistan Map with Alien Infestation sites marked	Handy Haversack	1	2 / 50
A geographically relevant map grants a user a +1 circumstance bonus on Survival checks made to navigate in the wilderness. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground., (Area Map)			
Battery	Handy Haversack	15	1 (15) / 100 (1,500)
Cybernetic Arm	Handy Haversack	1	0 / 4,750
Lewe Cybernetic Eyes	Handy Haversack	1	0 / 4,000
EMP Pistol +2	Handy Haversack	1	2 / 20,300
Cannot harm living, deals half damage to androids and creatures with cybernetic implants.Capacity: 10, Special: semi-automatic, touch, Usage: 1 charge			
Envoy's Mouthpiece	Handy Haversack	1	1 / 2,000
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 than the 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			
Fleshnet cannon	Handy Haversack	1	11 / 3,500
Creatures other than neh-thalggu take a –2 penalty on attack rolls with a fleshnet cannon. Fleshnet cannons are built for Large creatures, and smaller creatures take additional penalties as appropriate when using these weapons., When a fleshnet cannon is fired, it makes a low, wet, sucking noise as the barrel seems to convulse an instant before expelling a glob of pink fleshy material. This glob expands rapidly so that by the time it strikes its target, the flesh unfurls into a net. Unlike a typical net, this net doesn't trail ropes, nor does it have a maximum range of 10 feet., The net automatically entangles a creature of Huge or larger size it hits. As soon as it entangles a creature, and then again at the start of every round that follows for the next 5 rounds, the fleshnet squeezes and crushes the target, dealing 2d6+6 points of bludgeoning damage as it excretes a powerful sporicif—the victim must make a DC 15 Fortitude save to avoid being rendered unconscious for 2d6 minutes. A fleshnet does not continue to crush a sleeping or unconscious foe., An entangled creature can escape a fleshnet with a successful DC 25 Escape Artist check (a full-round action). The net has 10 hit points and DR 10/slashing; it can be burst with a successful DC 28 Strength check (also a full-round action).Capacity: 10, Special: slow-firing, touch, Usage: 1 charge			
Hemochem (Grade I)	Handy Haversack	2	0 (0) / 250 (500)
Hemochem (Grade IV)	Handy Haversack	1	0 / 1,000
Ion Tape	Handy Haversack	1	1 / 100
Capacity: 0, Usage: disposable			
Ioun Torch	Handy Haversack	1	0 / 75
Masterwork Pistol	Handy Haversack	1	4 / 1,300
Misfire 1 (5 ft)			
Memory Facet - Inhibitor	Handy Haversack	1	0 / 0
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.			
Nanite Canister	Handy Haversack	8	1 (8) / 500 (4,000)
Ostatni: 2 ladunki			
TOTAL WEIGHT CARRIED/VALUE		72,5 lbs.	345,010gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Capacity: 0, Usage: disposable			
Pistol +1 (Double-Barreled/Huntsman)	Handy Haversack	1	5 / 10,050
Misfire 1-2 (5 ft.), +1d6 damage to creatures tracked with Survival, provides enhancement bonus to track creatures the weapon has damaged			
Robojack (Timeworn)	Handy Haversack	1	3 / 15,000
8 ladunków Capacity: 10, Usage: 1 charge			
Rocket Launcher	Handy Haversack	1	10 / 10,800
When a rocket strikes its target, it explodes in a 30-foot-radius burst that deals fire and bludgeoning damage to all creatures within that area of effect-a successful DC 15 Reflex save halves the damage for all but the target. [6d6 bludgeoning, 6d6 fire]Capacity: 10, Special: slow-firing, Usage: 10 (disposable)			
Scatterlight Suit (Red)	Handy Haversack	1	5 / 1,400
Activating a scatterlight suit is 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			
Skillslot	Equipped	1	0 / 2,000
Skillslot	Handy Haversack	1	0 / 2,000
Veemod (Black)	Handy Haversack	1	0 / 400
Magnification +2Usage: 1 charge/day			
Veemod (Brown)	Handy Haversack	1	0 / 200
Flash protectionUsage: 1 charge/day			
Zipstick	Handy Haversack	1	1 / 20
Capacity: 10, Usage: 1 charge			
Antitoxin (Vial)	Handy Haversack	1	0 / 50
+5 alchemical bonus to Fortitude saves against poison for 1 hour, gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.			
Holy Water (Flask)	Handy Haversack	1	1 / 25
thrown splash weapon see p.202, Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.			
Thoracic Nanite Chamber (Mark II)	Handy Haversack	1	0 / 32,000
Nanite Hypogun (White/Timeworn)	Handy Haversack	1	1 / 7,500
Capacity: 10, Usage: 1 charge or 5 charges			
Inferno Pistol +1	Handy Haversack	1	2 / 4,800
6 ladunków 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			
Laser Pistol +1 (Bane (Constructs)/Flaming/Scatitate (Hot))	Handy Haversack	1	2 / 29,300
A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide cover from lasers - but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks., +2 enhancement bonus and does +2d6 bonus damage against Constructs, deals 1 point of fire damage per round to wielder and on each hit, +1d6 fire damageCapacity: 10, Special: semi-automatic, touch, Usage: 1 charge			
Laser Cannon (Timeworn)	Handy Haversack	1	18 / 20,000
A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide cover from lasers - but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.CAPACITY: 50, Special: automatic, touch, Usage: 1 charge			
Jetpack	Handy Haversack	1	10 / 18,000
Capacity: 100, Usage: 1 charge/round			
Fire Extinguisher	Handy Haversack	1	7 / 6,000
Capacity: 10 (disposable), Usage: 1 charge			
Flashlight	Handy Haversack	2	1 (2) / 30 (60)
Capacity: 10, Usage: 1 charge/8 hours			
Force Field (Black)	Equipped	1	1 / 20,000
6 ladunków Capacity: 15, Usage: 1 charge/minute			
Skillchip (Mark I/Skillchip Skill (Knowledge (Engineering)))	Equipped	1	0 / 400
Veemod Goggles	Equipped	1	0 / 1,000
9 ladunków Capacity: 10, Usage: varies0 lbs., 1 Veemod (Blue)			
Veemod (Blue)	Veemod Goggles	1	0 / 20,000
All-around visionUsage: 1 charge/hour			
Laser Sight	Equipped	1	1 / 8,000
Capacity: 10, Usage: 1 charge/hour			
Heavy Weapon Harness	Equipped	1	10 / 9,000
allowing the user to wield heavy weapons as if they were regular firearms, using the Exotic Weapon (firearms) feat for proficiency rather than Exotic Weapon (heavy weaponry). A character with Exotic Weapon (heavy weaponry) who wears an H-belt finds the use of heavy weapons even easier, and gains a + 1 circumstance bonus on all attack rolls made with harnessed heavy weapons.Capacity: 0, Usage: 0			
Alchemical Cartridge (Paper/Bullet)	Carried	17	0 (0) / 12 (204)
□□□□□ □□□□□ □□□□□ □□			
Battery (Depleted)	Carried	2	1 (2) / 100 (200)
□□			
TOTAL WEIGHT CARRIED/VALUE		72,5 lbs.	345,010gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Bullet (Firearm/30)	Carried	1	NaN / 30
Commset (Timeworn)	Carried	1	2 / 3,000
1: 8 ladunków, 2: 8 ladunków Capacity: 10, Usage: 1 charge/hour			
Nanite Hypogun (Black)	Carried	1	1 / 6,000
5 zostaly Capacity: 10, Usage: 1 charge or 5 charges			
Technic League Pin	Carried	1	0 / 0
Plotka 3		1	1,000 / 200
(Horse (Heavy))108 lbs., 1 Saddle (Pack)			
Saddle (Pack)	Plotka 3	1	15 / 5
93 lbs., 1 Autograpnel +1, 1 Gunslinger's Kit, 1 Gunsmith's Kit, 1 Power Relay			
Autograpnel +1	Saddle (Pack)	1	10 / 6,300
300 ft max cord length, effective str of 22.Capacity: 20, Special: grapple, slow-firing, Usage: 1 charge			
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
Power Relay	Saddle (Pack)	1	50 / 0
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 time a 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 boosters.Capacity: 10, usage: See text			
TOTAL WEIGHT CARRIED/VALUE		72,5 lbs.	345,010gp
WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150
MONEY			
Total= 0 gp [Unspent Funds = 13,617 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 ofkeeping 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. - Advanced Player's Guide, p.329]
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 (14x) [Paizo Inc. - Advanced Race Guide, p.43]

Gunslinger: Add +1/4 to the number of grit points in the gunslinger's grit pool.

Gunslinger Battered Gun (Battered Pistol) [Paizo Inc. - Ultimate Combat]

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 7 grit points. Her grit goes up or down throughout the day, but usually cannot go higher than 7, 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/???. 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.

Startling 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.

Bleeding Wound (Ex) [Paizo Inc. - Ultimate Combat, p.12]

At 11th level, when the gunslinger hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the gunslinger's Dexterity modifier. Alternatively, the gunslinger can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (gunslinger's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Charge Recycling (Ex) [Paizo Inc. - Technology Guide, p.13]

At 11th level, by spending 1 grit point, a techslinger can grant 1 temporary charge to a technological firearm, even if the firearm normally can no longer be recharged. This charge must be used within 1 hour or it fades. The techslinger can grant temporary charges to multiple firearms as long as she has enough grit, but temporary charges

do not stack with themselves in the same firearm. At 15th level, the techslinger can grant 2 temporary charges when she uses this deed, and at 19th level, she can grant 3 temporary charges. This deed replaces expert loading.

Heavy Weaponry Deeds (Ex) [Paizo Inc. - Technology Guide, p.13]

At 11th level, as long as the techslinger has at least 1 grit point, she can treat a heavy weapon as a firearm for the purpose of using deeds.

Lightning Reload (Ex) [Paizo Inc. - Ultimate Combat, p.12]

At 11th level, as long as the gunslinger has at least 1 grit point, she can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If she has the Rapid Reload feat or is using an alchemical cartridge (or both), she can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

Evasive (Ex) [Paizo Inc. - Ultimate Combat, p.12]

At 15th level, when the gunslinger has at least 1 grit point, she gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. She uses her gunslinger level as her rogue level for improved uncanny dodge.

Menacing Shot (Ex) [Paizo Inc. - Ultimate Combat, p.12]

At 15th level, the gunslinger can spend 1 grit point, shoot a firearm into the air, and affect all living creatures within a 30-foot-radius burst as if they were subject to the fear spell. The DC of this effect is equal to 10 + 1/2 the gunslinger's level + the gunslinger's Wisdom modifier.

Slinger's Luck (Ex) [Paizo Inc. - Ultimate Combat, p.12]

At 15th level, the gunslinger can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The gunslinger must take the result of the second roll, even if it is lower. The deed's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

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 of beneficial 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 (Arc Cannon, Inferno Pistol, Laser Pistol) [Paizo Inc. - Technology Guide, p.13]

+1 CON Score Bonus (4x) [Paizo Inc. - Core Rulebook]

GM awarded PC with +1 CON bonus.

Feats	
Craft Cybernetics	[Paizo Inc. - Technology Guide, p.6]
You can build cyberware and install it in a creature's body.	
You can create cybernetic items. Creating a cybernetic item 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 High-Tech Items on page 16 for more information. You can repair a broken cybernetic item if it 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. You can also install a cybernetic item in a creature's body. See the Cybertech section on page 35 for more information on installing cyberware.	
Craft Technological Arms and Armor	[Paizo Inc. - Technology Guide, p.6]
You can build technological weapons and armor.	
You can create technological weapons or armor. Creating a technological weapon or suit of armor 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 High-Tech Items on page 16 for more information. You can also repair a broken technological weapon or suit of armor if it 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.	
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 High-Tech Items on page 16 for more information. You can also repair a broken technological item if it 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 -4 penalty on all ranged attack rolls to gain a +8 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.

Dodge [Paizo Inc. - Core Rulebook, p.122]

Your training and reflexes allow you to react swiftly to avoid an opponent's attack.

You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Extra Grit [Paizo Inc. - Ultimate Combat, p.100]

You have more grit than the ordinary gunslinger.

You gain 2 extra grit points at the start of each day, and your maximum grit increases by 2.

[Normal] If you are a gunslinger, you gain your Wisdom modifier in grit points at the start of each day, which is also your maximum grit. If you have the Amateur Gunslinger feat, you gain 1 grit point at the start of each day, and your maximum grit is equal to your Wisdom modifier.

[Special] If you possess levels in the gunslinger class, you can take this feat multiple times.

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.

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

You are adept at firing ranged attacks into melee.

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

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.

Signature Deed (Charge Recycling) [Paizo Inc. - Ultimate Combat, p.119]

You are known for performing a particular deed, and can perform it with greater ease.

Pick a deed that you have access to and that you must spend grit to perform. Once per round, you can perform this deed for 1 fewer grit point (minimum 0). You can reduce the cost of a deed in this way only if you have at least 1 grit point.

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 of Technologist. 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.

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.

Proficiencies
Aldori Dueling Sword, Amentum, Arc Cannon, Arc Pistol, Arc Rifle, Atlatl, Autograpnel, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blade Boot, Blowgun, Blunderbuss, Boar Spear, Heavy Bombard, Light Bombard, Bombard, Brass Knuckles, Nine Ring Broadsword, Buckler Gun,

Butterfly Sword, Cannon, Fiend's Mouth Cannon, Cestus, Chakram, Club, Combat Scabbard, Heavy Crossbow, Light Crossbow, Culverin, Dagger, Punching Dagger, Dart, Dart Gun, Death Ray, Dogslicer, Double Chicken Saber, Double Hackbut, Earth Breaker, EMP Pistol, EMP Rifle, Falchion, Fire Lance, Light Flail, Heavy Flail, Flare Gun, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Gravity Pistol, Gravity Rifle, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Hanbo, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Id Rifle, Inferno Pistol, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Laser Cannon, Laser Pistol, Laser Rifle, Laser Torch, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Mind Burner, Mindrender, Monk's Spade, Morningstar, Musket, Axe Musket, Double-Barreled Musket, Warhammer Musket, Naginata, Nodachi, Ogre Hook, Pepperbox, Heavy Pick, Light Pick, Pilum, Pistol, Coat Pistol, Dagger Pistol, Double-Barreled Pistol, Dragon Pistol, Sword Cane Pistol, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Revolver, Rhomphaia, Rifle, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Short spear, Shotgun, Sibat, Sickle, Sling, Sonic Pistol, Sonic Rifle, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Stingchuck, Stun Gun, Switchblade Knife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Syringe spear, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, War Razor, Dwarven Waraxe, Warhammer, Wushu Dart, Zero Pistol, Zero Rifle

Sara

Human

RACE

19

AGE

Female

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

4' 8"

HEIGHT

88 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

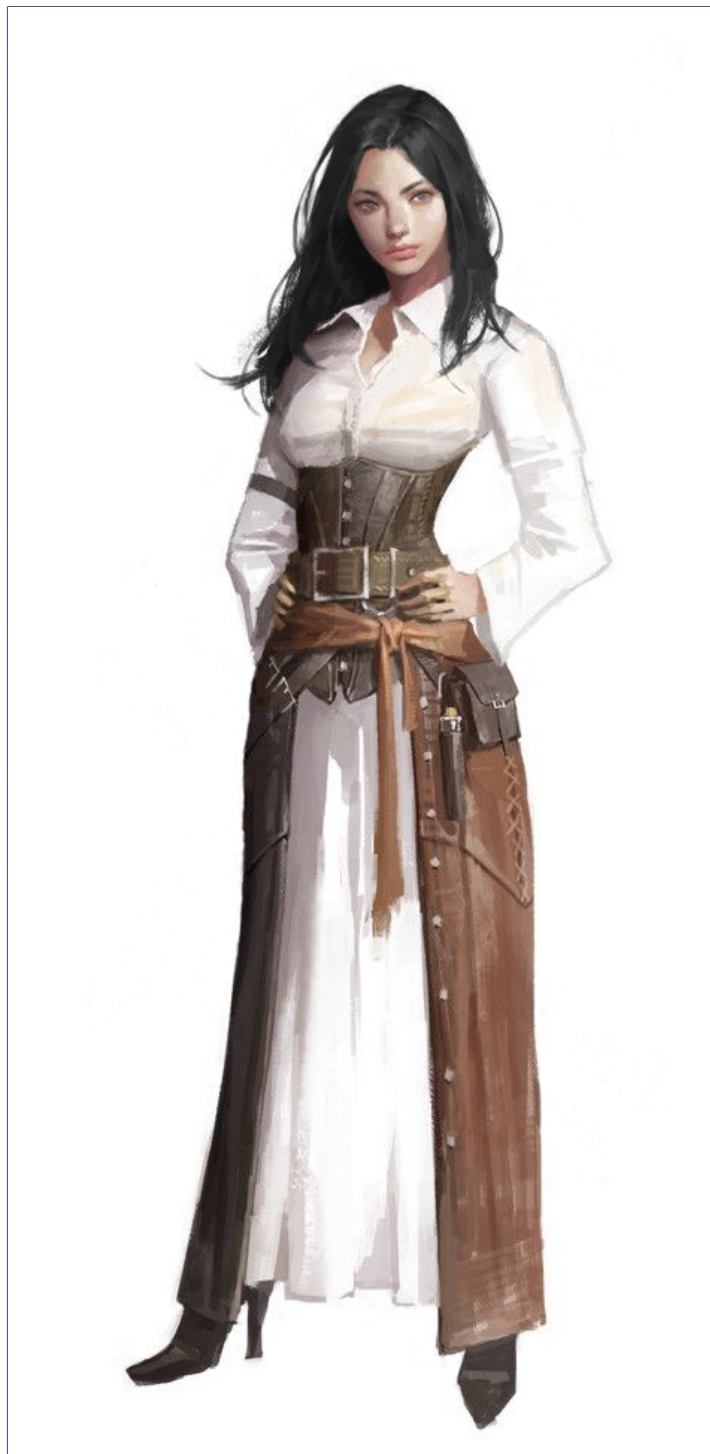
DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography:



Notes:

Tech Items: