

Screev Ten-Tooth

Male Human (Taldan) Expert 2, Gunslinger 4, Rogue (Swashbuckler) 2 - CL8 - CR 6
Neutral Evil Humanoid (Human); Age: 32; Height: 6'; Weight: 175lb.



Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	8	-1	
WIS WISDOM	14	+2	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+4	+1				
REFLEX (DEXTERITY)	+10 =	+7	+3				
WILL (WISDOM)	+6 =	+4	+2				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =	+5		+3			+1		

Touch AC 14 **Flat-Footed AC** 16

CM Bonus	Total	BAB	Strength	Size	Misc
+7 =	+6	+1	-	-	

CM Defense	Total	BAB	Strength	Dexterity	Size
21 = 10	+6	+1	+3	-	

HP	Total	Damage / Current HP
55		

Base Attack	Initiative	Speed
+6	+5	30 / 20 ft

Masterwork Pistol, Double Barrel

Ranged: **+11/+6, 1d8** Crit: 20/x4
Rng: 20'
Ranged, Both Hands: **+11/+6, 1d8** 1-Hand, B/P

Masterwork Scizore

Mainhand: **+7/+2, 1d10+1** Crit: 20/x2
Both Hands: **+7/+2, 1d10+1** 1-Hand, P

Unarmed Strike

Mainhand: **+7/+2, 1d3+1** Crit: 20/x2
Light, B, Nonlethal

+1 Armored Coat

+5 Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Medium, Slows

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (3)	5	
Appraise	+3	INT (-1)	1	
Bluff	+6	CHA (1)	2	
Climb	+3	STR (1)	1	
Diplomacy	+1	CHA (1)	-	
Disable Device	+5	DEX (3)	1	
Disguise	+5	CHA (1)	1	
Escape Artist	+5	DEX (3)	1	
Fly	+1	DEX (3)	-	
Heal	+6	WIS (2)	1	
Intimidate	+8	CHA (1)	4	
Knowledge: Geography	+5	INT (-1)	3	
Knowledge: Local	+4	INT (-1)	2	
Perception	+9	WIS (2)	4	
Profession: Sailor	+9	WIS (2)	4	
Ride	+1	DEX (3)	-	
Sense Motive	+7	WIS (2)	2	
Sleight of Hand	+6	DEX (3)	2	
Stealth	+5	DEX (3)	1	
Survival	+6	WIS (2)	1	
Swim	+3	STR (1)	1	
Use Magic Device	+5	CHA (1)	1	

Feats, Traits & Flaws

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Deadly Aim -2/+4

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

Exotic Weapon Proficiency (Firearms)

You make attack rolls with the weapon normally.

Gear

Total Weight Carried: 28/130lbs, Light Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

+1 Armored Coat	20lbs
Alchemical Cartridge, Flare x10	-
Artisan's Outfit (Free)	-
Masterwork Pistol, Double Barrel	5lbs
Masterwork Scizore	3lbs
Potion of Cure Moderate Wounds	-
Ring of Protection, +1	-
Ring of the Sublime	-

Feats, Traits & Flaws

Experienced Vagabond

When dealing with criminals, vagabonds, unsavory characters, or other members of a country's underclass, you gain a +1 bonus on Bluff, Gather Information, Knowledge (local), and Sense Motive checks. When traveling with at least one

Extra Grit

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

Gunsmithing

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith kit, you can create and restore firearms.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Quick Draw

Draw a weapon as a free action. Throw at full rate of attacks.

Rapid Reload: Pistol, Double Barrel

You can reload fast with one type of Crossbow.

Rogue Weapon Proficiencies

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

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus: Pistol, Double Barrel

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special Abilities

Bravery +1 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Deadeye (Ex)

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

Deeds

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 a gunslinger has at

[N/A] Evasion (Ex)

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

Grit (Ex)

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

Gunslinger Initiative (Ex)

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

Leap for Cover (Ex)

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

Experience & Wealth

Current Cash: **You have no money!**

Special Abilities

Pistol-whip (Ex)

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

Quick Clear (Ex)

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

Snap Shot (Ex)

A rogue with this talent may treat her initiative roll as a 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If

Sneak Attack +1d6

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

Utility Shot

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

Tracked Resources

Action Points

Alchemical Cartridge, Flare

Grit (4/day)

Potion of Cure Moderate Wounds

Languages

Common