

Armá
 CHARACTER: Half-Orc Medium Male
 RACE & LA: 15 Chaotic Evil Varg (ISG-187)
 AGE: 15 ALIGNMENT: Chaotic Evil DEITY: Varg (ISG-187)
 LANGUAGES: Orc, Common
 PLAYER: 6' 6" 290 black green green
 HEIGHT: 6' 6" WEIGHT: 290 HAIR: black EYES: green SKIN: green
 HOMELAND & BACKGROUND OCCUPATION: Storvall Plateau, Varisia, Golarion (ISWG-197)



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	20	5	18	2		
CON	14	2	14			
INT	10	0	10			
WIS	18	4	18			
CHA	10	0	10			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
12	12	1	Gunslinger	1	4		2	2	0	1
TOTAL HP			TOTALS							
12			1		Gunslinger					1

ABILITY SCORE & RACIAL NOTES

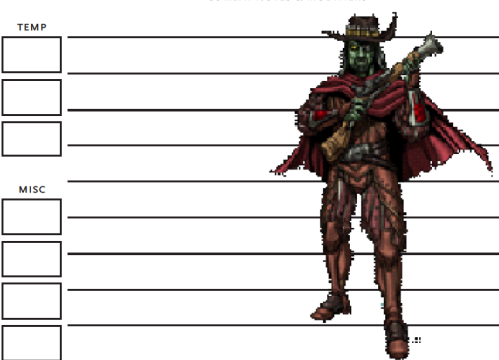
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	3	0	5					
TOUCH	15	-10+			5					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS				
	TOTAL	RANKS	ABILITY	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 5		5	
<input type="checkbox"/> APPRAISE	INT 0		0	
<input checked="" type="checkbox"/> BLUFF	CHA 0		0	
<input checked="" type="checkbox"/> CLIMB *	STR 2		2	
<input checked="" type="checkbox"/> CRAFT: firearms	INT 4	1	0	3
<input type="checkbox"/> DIPLOMACY	CHA 0		0	
<input type="checkbox"/> DISABLE DEVICE *	DEX		5	
<input type="checkbox"/> DISGUISE	CHA 0		0	
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX 5		5	
<input type="checkbox"/> FLY *	DEX 5		5	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA		0	
<input checked="" type="checkbox"/> HEAL	WIS 4		4	
<input checked="" type="checkbox"/> INTIMIDATE	CHA 2		0	2
<input checked="" type="checkbox"/> KN: engineering	INT 4	1	0	3
<input checked="" type="checkbox"/> KN: local	INT		0	
<input type="checkbox"/> KN:	INT		0	
<input type="checkbox"/> KN:	INT		0	
<input type="checkbox"/> KN:	INT		0	
<input type="checkbox"/> KN:	INT		0	
<input type="checkbox"/> LINGUISTICS	INT		0	
<input checked="" type="checkbox"/> PERCEPTION	WIS 8	1	4	3
<input type="checkbox"/> PERFORM:	CHA 0		0	
<input checked="" type="checkbox"/> PROF:	WIS		4	
<input checked="" type="checkbox"/> RIDE *	DEX 5		5	
<input type="checkbox"/> SENSE MOTIVE	WIS 4		4	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX 9	1	5	3
<input type="checkbox"/> SPELLCRAFT	INT		0	
<input checked="" type="checkbox"/> STEALTH *	DEX 5		5	
<input checked="" type="checkbox"/> SURVIVAL	WIS 4		4	
<input checked="" type="checkbox"/> SWIM *	STR 2		2	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		0	
<input type="checkbox"/>	STR			
<input type="checkbox"/>	STR			
<input type="checkbox"/>	STR			
<input type="checkbox"/>	STR			
<input type="checkbox"/>	STR			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	2	2			
REF	7	2	5			
WILL	4	0	4			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	1		2		
RANGED	6	1		5		
CMB	6	1	DEX	5		
CMD	18	-10+	B1B	0	7	DEX



FEATS & FEATURES

Race: Half-Orc (humanoid) (PCR-25) gunsmithing (UC-103)
 darvision 60'; Orc blood: both human & orc Improved Critical - musket
 Intimidating +2
 Orc Ferocity - continue to fight below 0 HP
 Weapon Prof.: all simple, martial, firearms, greataxe, falchion
 Class: Gunslinger (UC-9) HD: d10, skills 4 + Int Mod
 Armor Prof: Light Armor
 Grit Wis Mod =4 points, crit or kill w/ firearm gains 1 pt
 Deeds
 Deadeye (Ex) - touch instead of AC attack w/ firearm - 1 pt
 Gunslinger's Dodge (Ex) immediate after attacked, move 5', +2 AC - 1 pt
 Quick Clear (ex) - fix firearm - 1 pt

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5		15	lt	20.0
SHIELD						

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS	4				Grit

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
musket	+6	1d12+2	19-20,x4	40	B,P	9.0	
bayonet	+3	1d6+2	20,x2		P	1.0	

