

**Armã**

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**

Storvall Plateau, Varisia, Golarion (ISWG-197)

HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>DEX</b>	<b>24</b>	<b>7</b>	<b>18</b>	<b>2</b>	<b>4</b>	
<b>CON</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>INT</b>	<b>10</b>	<b>0</b>	<b>10</b>			
<b>WIS</b>	<b>18</b>	<b>4</b>	<b>18</b>			
<b>CHA</b>	<b>10</b>	<b>0</b>	<b>10</b>			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
<b>102</b>	102	10	Gunslinger	10	40		7	7	3	10	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>	102	FAVORED CLASS	Gunslinger	<b>TOTALS</b>	10	40	0	7	7	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>26</b>	-10+	<b>6</b>	<b>0</b>	<b>7</b>	<b>3</b>				
<b>TOUCH</b>	<b>20</b>	-10+			<b>7</b>	<b>3</b>				
<b>FLAT-FOOT</b>	<b>16</b>	-10+	<b>6</b>	<b>0</b>	<b>0</b>					

ARMOR CHECK PENALTY: **0**

MAXIMUM DEX: **10**

SPELL FAILURE: **15%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>9</b>	<b>7</b>	<b>2</b>			
<b>REF</b>	<b>14</b>	<b>7</b>	<b>7</b>			
<b>WILL</b>	<b>7</b>	<b>3</b>	<b>4</b>			

COMBAT NOTES & MODIFIERS

**+5 BAB Second attack**



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>12</b>	<b>10</b>		<b>2</b>		
<b>RANGED</b>	<b>17</b>	<b>10</b>		<b>7</b>		
<b>CMB</b>	<b>17</b>	<b>10</b>	<b>DEX</b>	<b>7</b>		
<b>CMD</b>	<b>32</b>	-10+	<b>10</b>	<b>3</b>	<b>9</b>	

SKILLS			RANKS TOTAL		40
TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> ACROBATICS	DEX	11	1	7	3
<input type="checkbox"/> APPRAISE	INT	0		0	
<input checked="" type="checkbox"/> BLUFF	CHA	4	1	0	3
<input checked="" type="checkbox"/> CLIMB	STR	6	1	2	3
<input checked="" type="checkbox"/> CRAFT: firearms	INT	13	10	0	3
<input type="checkbox"/> DIPLOMACY	CHA	0		0	
<input type="checkbox"/> DISABLE DEVICE	DEX			7	
<input type="checkbox"/> DISGUISE	CHA	0		0	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	7		7	
<input type="checkbox"/> FLY	DEX	7		7	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			0	
<input checked="" type="checkbox"/> HEAL	WIS	4		4	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	6	1	0	3
<input checked="" type="checkbox"/> KN: engineering	INT	13	10	0	3
<input checked="" type="checkbox"/> KN: local	INT	4	1	0	3
<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: gunsmithing	WIS	8	1	4	3
<input checked="" type="checkbox"/> RIDE	DEX	11	1	7	3
<input type="checkbox"/> SENSE MOTIVE	WIS	4		4	
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX	20	10	7	3
<input type="checkbox"/> SPELLCRAFT	INT			0	
<input checked="" type="checkbox"/> STEALTH	DEX	7		7	
<input checked="" type="checkbox"/> SURVIVAL	WIS	8	1	4	3
<input checked="" type="checkbox"/> SWIM	STR	6	1	2	3
<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				
<input type="checkbox"/>	STR				

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

**FEATS & FEATURES**

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Half-Orc (humanoid) (PCR-25)	gunsmithing (UC-103)
darvision 60'; Orc blood: both human & orc	Improved Critical - rifle (x3)
Intimidating +2	Quick draw -
Orc Ferocity - continue to fight below 0 HP	Blind Fight
Weapon Prof.: all simple, martial, firearms, greataxe, falchion	Ricochet Shot Deed - shoot off wall or terrain
Class: Gunslinger (UC-9) HD: d10, skills 4 + Int Mod	Rapid Shot - 1 extra ranged attack
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	Targeting (Ex): - choose body part to target
Gunslinger's Dodge (Ex) immediate after attacked, move 5', +2 AC - 1 pt	Starting Shot (Ex): - purposefully miss, but leave flat-footed (1 pt)
Quick Clear (ex) - fix firearm - 1 pt	Dead Shot (Ex): - use all attacks for one shot, increase dam for each hit (1 pt)
Nimble +x=3 to AC (dodge)	Blast Lock, Scoot Unattended Object, Stop Bleeding (needs 1 pt)
Gun Training (Ex) +x=2	Pistol-Whip (Ex): - use firearm in melee (1 pt)
Gunslinger Initiative (Ex): +2 init (needs 1 pt)	

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: studded leather of sonic amplification +3	6	10		15	lt	20.0
SHIELD						

EXPERIENCE: **105,000 / 105,000**

SLOW  MEDIUM  FAST

SPEED	BASE	FLY	SWIM	CLIMB	MISC
<b>30</b>					
<b>INIT</b>	<b>9</b>	=	<b>7</b>	DEX MOD	+ <b>2</b>
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>	<b>4</b>				Grit

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
musket	+17	1d12+2	20,x4	40	B,P	9.0	
bayonet	+3	1d6+2	20,x2		P	1.0	
Rifle of the Varg Legionnaire +3 w/ +3 bullets	+17+3+3	1d10+2+3+3	5-20,x4	80	B&P	12.0	use w/ sight for ranged touch
Greater Lucky Revolvers +3 (2)	+17+3	1d8+2+3	20,x4	20	B&P	8.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT
	ammunition			
	powder horn w/ black powder			
	firearm bullets (30)			
	firearm bullets (silver) (6)			
	firearm pellets (shot) (30)			
	firearm bullets (magic) (30) +3			
	firearm bullets (ghost touch) (6)			
	firearm bullets (DR 10) (6)			

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT
	studded leather of sonic amplification +3			
	- magnifies report of firearms			
	- heard 1 mile away			
	- causes foes w/in 100' save DC 10+Int+Wis Mod or shaken			
	Rifle of the Varg Legionnaire +3			
	- greater reliability -4 misfire			
	- critical 19-20			
	- fitted with far-reaching sight (ranged touch attack, if one shot per rnd)			
	- magazine holds 12 rounds			
	Revolvers (2) +3			
	- greater lucky - contains 3 grit points/day			
	- six chambers			

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
☞	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
☞	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
50.0	0.0	0.0		50.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE ([HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0](http://creativecommons.org/licenses/by-nc-sa/3.0/)). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.