

Gurin Kara  
 CHARACTER  
 Kasatha Medium female  
 RACE & LA SIZE GENDER  
 30 Neutral none  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Kasatha, Androffan, Common, Gnoll, Dwarven

David  
 PLAYER  
 5'5" 135 none black pale gray  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Castrovell  
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	13	1	13			
DEX	24	7	18	2	4	
CON	14	2	14			
INT	16	3	16			
WIS	20	5	18	2		
CHA	9	-1	9			

HITPOINTS				CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
102	102	10	gunslinger (techslinger)	10	70		7	7	3	10	
TOTAL HP				102	FAVORED CLASS		TOTALS				10 70 0 7 7 3 10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	6	0	7	5				
TOUCH	22	-10+			7	5				
FLAT-FOOT	16	-10+	6	0	0					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	9	7	2			
REF	14	7	7			
WILL	8	3	5			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	11	10	1			
RANGED	17	10	7			
CMB	17	10	DEX	7		
CMD	33	-10+	10	5	8	

+5 BAB Second Attack

### FEATS & FEATURES

Kasatha Race (People of the Stars = PotS 8)		Technologist trained in all tech-related checks (Technology Guide = TG 7)
Defensive Training (Ex) +2 Dodge AC (PotS 8)	Twin Rifles (Ex) can shoot two rifles (PotS 8)	
Desert Stride (Ex) move through difficult desert at normal speed (PotS 8)	Adroit (Racial Trait) draw weapon is free action (PotS 9)	
Jumper (Ex) always have running start on jump checks (PotS 8)	Nimble (Ex) +x=3 dodge bonus to AC (UC-12)	
Multi-Armed (Ex) has 4 arms (PotS 8)	Gun Training (Ex) +DexMod dam = Arc Rifle, Laser Rifle	
Stalker (Ex) Perception & Stealth are class skills (PotS 8)	Gunslinger Initiative (Ex) +2 initiative	
Gunslinger class HD=10 (Ultimate Combat = UC 9)	Pistol whip (Ex) Use gun as melee weapon (UC-11)	
Prof: All simple and martial weapons and firearms	Utility Shot (Ex) Blast lock, scoot object, stop bleeding (UC-11)	
Prof: Light Armor	Dead Shot (Ex) Combine all attacks into 1 shot (UC-11)	
gunsmithing (UC 103)	Startling Shot (Ex) Purposefully miss target, leave flat-footed (UC-11)	
grit (Ex) (pool = Wis Mod = 5) (UC 9)	Targeting (Ex) Hit Arms/Head/Legs/Torso/Wings (1 pt) (UC-11)	
grit: kill or critical hit generates 1 grit point	Craft Technological Arms & Armor (TG-6)	
Deadeye (Ex) extend range (1 point) (UC 10)	Technology Adept (TG-7) - Increase Point Blank +2	
Gunslinger's Dodge (Ex) +2 AC or +4 then prone (1 pt) (UC 10)	Leaping Shot Deed - may shoot during move (UC-86)	
Quick Clear (Ex) fix misfire (1 pt) (UC 10)	Richochet Shot Deed - Richochet shot of wall (UC-86)	

### ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Second Generation INSSuit +6 AC, resist 10 cold,acid,elect	6					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Arc Rifle x2 (TG-22)	+17+2	2d6 +7+2 elect	x2	150			20 charge packs
Kasatha Spinal Sword	+11	1d6	x3		P,S		
Pistol (Arc Rifle) Whip	+11	1d10+1	20,x2		B		

SKILLS					RANKS TOTAL	70
TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> ACROBATICS	DEX	12	2	7	3	
<input type="checkbox"/> APPRAISE	INT	3		3		
<input checked="" type="checkbox"/> BLUFF	CHA	4	2	-1	3	
<input checked="" type="checkbox"/> CLIMB	STR	6	2	1	3	
<input checked="" type="checkbox"/> CRAFT: mechanical	INT	16	10	3	3	
<input type="checkbox"/> DIPLOMACY	CHA	-1		-1		
<input type="checkbox"/> DISABLE DEVICE	DEX			7		
<input type="checkbox"/> DISGUISE	CHA	-1		-1		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	7		7		
<input type="checkbox"/> FLY	DEX	7		7		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	3	1	-1	3	
<input checked="" type="checkbox"/> HEAL	WIS	10	2	5	3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	4	2	-1	3	
<input checked="" type="checkbox"/> KN: engineering	INT	16	10	3	3	
<input checked="" type="checkbox"/> KN: local	INT	8	2	3	3	
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> LINGUISTICS	INT			3		
<input checked="" type="checkbox"/> PERCEPTION	WIS	18	10	5	3	
<input type="checkbox"/> PERFORM:	CHA	-1		-1		
<input checked="" type="checkbox"/> PROF: gunsmith	WIS	18	10	5	3	
<input checked="" type="checkbox"/> RIDE	DEX	12	2	7	3	
<input type="checkbox"/> SENSE MOTIVE	WIS	5		5		
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX	12	2	7	3	
<input type="checkbox"/> SPELLCRAFT	INT			3		
<input checked="" type="checkbox"/> STEALTH	DEX	20	10	7	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	10	2	5	3	
<input checked="" type="checkbox"/> SWIM	STR	5	1	1	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-1		
<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

EXPERIENCE		BASE				
SLOW	MEDIUM	FAST	FLY	SWIM	CLIMB	MISC
SPEED		30				
INIT	9	= 7		DEX MOD	+ 2	
HERO						
SR		DR				
RESISTANCES	10 cold,acid,elect					
POOL POINTS	5	Grit				

