David Gurin Kara pale gray Kasatha Medium female 5'5" 135 none black EYES GENDER RACE & LA SIZE HEIGHT WEIGHT HAIR 30 Neutral Castrovel
HOMELAND & BACKGROUND OCCUPATION none DEITY



LANGUAGES: Kasatha, Androffan, Common, Gnoll, Dwarve	HOMELAND & BACKGROUND OCCUPATION  Original by Necesser Medicine by Measure Medicine by April 10 and												9					
LANGUAGES: NASAUTA, ATIGIOTIATI, COMMITTON, GHOII, DWALVE				Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012  CLASS RECORDER														
		HITPOINTS  CURRENT HP HP GAINED HD CL					SS RE	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS				
STR 13 1 13	ا⊫ا م	_	102	10 g	unslinge	r (techsling	er)	10	70		7	7	3	10				
<b>DEX</b> 24 7 18 2 4	⊒∣ 10	ソ																
CON 14 2 14		_																
INT 16 3 16	NONLETHAL HP DAM																	
	TEMPORARY HP																	
wis 20 5 18 2	т	TOTAL HP 102 FAVORED CLASS					OTALS	10	70	0	7	7	3	10				
CHA 9 -1 9		CONDITIONS 8			:	SKIL	LS			RANKS FOTAL	70							
ABILITY SCORE & RACIAL NOTES											2	7	RAINED 3	MISC				
	KS & DEFENSE	DEFLECT	MISC TEMP			*□ Appraise			_	3		3						
AC 28 =10+ 6 0 7	5	DEFLECT	MISC TEMP	ARMOR CHECK	0	<b>★ ☑</b> BLUFF <b>★ ☑</b> CLIMB •		CH	_	_	2	-1 1	3					
		—— -		PENALTY MAXIMUM	H	∗ <b>☑</b> CRAFT: me			_	_	10	3	3					
<b>TOUCH</b> 22 =10+ 7	5	_		DEX		* DIPLOMAC		CH	_	.1		-1						
<b>FLAT-FOOT</b> 16 = 10+ 6 0 0				SPELL FAILURE	0%	□ DISABLE D *□ DISGUISE	EVICE *	CH	_	1		7 -1						
	COMBAT NOTES & MODIFIERS  COMBAT NOTES & MODIFIERS  TOTAL CLASS BASE ABULTY ENLANCE MISC TEMP +5 BAB Second Attack								_	7		7						
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE		*□ FLY •  ☑ HANDLE A			_	7	Ţ	7										
FORT 9 7 2									_		2	-1 5	3					
REF 14 7 7									_	_	2	-1	3					
	=					☑ KN: engine	ering		_	_	10	3	3					
WILL 8 3 5 L			✓ KN: local		11	NT T	8	2	3	3								
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE MISC					□ KN:		"	_	+	_	3	_					
MELEE 11 10 1									NT			3						
<b>RANGED</b> 17 10 7	<u> </u>	i — — — — — — — — — — — — — — — — — — —							NT	$\perp$		3						
ATTACK MODIFIER 17 10 7									NT I	8	10	5	3					
CMB         17         10         DEX         7									_	1	10	-1	1					
CMD 33 =10+ B40 DEDECT ST&&				PROF: guns	smith	w	ıs 1	8	10	5	3							
DEALER DEA				*☑ RIDE +			_	_	2	7	3							
FFATS		♣□ SENSE MO  ■ SLEIGHT O		w D		5	2	7	3									
FEATS & FEATURES  CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES							т	11	_			3						
Kasatha Race (People of the Stars = PotS 8)	Technology Guid	de = TG 7)	★☑ STEALTH ◆  ★☑ SURVIVAL			_	_	10	7	3								
Defensive Training (Ex) +2 Dodge AC (PotS 8)	Twin Rifles (E	Twin Rifles (Ex) can shoot two rifles (PotS 8)							_	5	1	5	3					
Desert Stride (Ex) move through difficult desert at normal speed (Pot	S 8) Adroit (Racial 1	rait) dra	USE MAGIC		CH	-IA	$\perp$		-1									
Jumper (Ex) always have running start on jump checks (Pots	Imper (Ex) always have running start on jump checks (PotS 8) Nimble (Ex) +x=3 dodge bonus to AC (UC-12)							STR	+	+								
Multi-Armed (Ex) has 4 arms (PotS 8)	Arc Rifle, La	ser Rifle																
Stalker (Ex) Perception & Stealth are class skills (PotS	88) Gunslinger Ini	itiative (l	Ex) +2 initia				STR	$\perp$	_		_		_					
Gunslinger class HD=10 (Ultimate Combat = UC	UC-11)	0		STR	$\top$	_		_										
Prof: All simple and martial weapons and firear	(UC-11)	MARK A 🗆 TO SH	OW A CLASS	SKILL. CLA	ASS SKILL	LS WITH I	RANKS GA	AIN A +3	TRAINED I	BONUS.								
Prof: Light Armor	Dead Shot (Ex)	Dead Shot (Ex) Combine all attacks into 1 shot (UC-11)										1	05,00	0				
gunsmithing (UC 103)	Startling Shot (Ex)	Startling Shot (Ex) Purposefully miss target, leave flat-footed (UC-11)							BASE	FLY	sw		CLIMB	MISC				
grit (Ex) (pool = Wis Mod = 5) (UC 9)	Targeting (Ex) Hi	Targeting (Ex) Hit Arms/Head/Legs/Torso/Wings (1 pt) (UC-11)							30									
grit: kill or critical hit generates 1 grit point	Craft Technol	Craft Technological Arms & Armor (TG-6)						)	= [	7	DEX MOD	+ [	2	MISC MOD				
Deadeye (Ex) extend range (1 point) (UC 10)	Technology A	Technology Adept (TG-7) - Increase Point Blank +2																
Gunslinger's Dodge (Ex) +2 AC or +4 then prone (1 pt) (UC	10) Leaping Shot I	Deed - n	nay shoot du	HERO SR		٣i	DR					=						
Quick Clear (Ex) fix misfire (1 pt) (UC 10)	Richochet Sho	t Deed -																
									_									
ARMO ARMOR NAME & DESCRIPTION	WEIGHT	POOL POI	INTS	5	Grit													
ARMOR Second Generation INSSuit +6 AC, resist 10 co		6	AX DEX PENALTY S			1												
SHIELD																		
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS		DAN	1AGE	CRITICA	L RANGE	TYPE	WEIGH.	т		AMMC	& NOTE	s					
Arc Rifle x2 (TG-22)	+17+2									char	ge pa			$\Box$				
Kasatha Spinal Sword	+11			d6	x3	150	P,S		+		J [-			$\dashv$				
		100 13					. ,5	<u> </u>	+					$\overline{}$				

1d10+1

20,x2

В

+11

Pistol (Arc Rifle) Whip

	FEATS & SPECIAL ABILITIES						F	EAT	<b>S &amp;</b>	SPECI/	AL ABII	FEATS & SPECIAL ABILITIES										
NAME Each Round			USES/DAY	USED		oint Blanl	k Shot +2 dam	/atta	ck (I	PCR-13	31)			USES/DAY	USED							
Attack 1 - Fire right gun (two shots) (via many shots)					Point Blank Shot +2 dam/attack (PCR-131)  Far Shot - no penalty for long range shots (PCR-124)																	
Attack 2 - Fire left gun (via twin rifles aka twin bows)					Rapid Shot - Make an extra ranged attack, a fourth (PCR-132								R-132)									
Attack 3 - Fire right gun again (via rapid shot)				Many Shots - First attack fires twice simultaneously (PCR-13																		
/ mask o The right gain again (via rapid shet)				1 🗂	,						, (											
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¥	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	QUII		NT & N	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT							
"	standard adventurer's kit	2, 5525											,									
Г	Kasatha Spinal Sword (PotS 9)			3.0		5 homii	ng charges w/ l	hand	held	d trackir	ng devi	се										
Г	Arc Rifle x2 (TG-22)	2	6.0	12.0	1 🗆																	
Г	replacement battery packs (20 charges each)	2	1.0	2.0	1 🗆																	
	INSSuit (TG-31) +3 AC, resist 5 cold,acid,elect			10.0	1 🗆																	
Г	- Second Generation +3 AC, resist + 5				1																	
Г					1																	
Г					1																	
Г	Nightvision Scope - (equipped on right arc rifle)				1																	
Г	- no penalty to shooting in non-magical dark				1																	
Г					1																	
Г	Anti-vibration module - (equipped on left arc rifle)				1																	
Г	+2 attack when shooting from prone position				1																	
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	ж			CONTAINI	R	BAGS & CO	NTA	INI		IIIME/WEIGI	HT LIMIT/NOT	res		WEIGHT							
	BELT:																					
H	BODY:																					
H	CHEST:																					
┝	EYES:																					
⊢	FEET:				RRENC								ARRIED									
HANDS: PLATINUM		CARR	IED	CARRIE	WGT N/A	STORED	#				TREASURE			WEIGHT								
HEAD: GOLD		20	 )											<u> </u>								
HEADBAND: SILVER		20												<u> </u>								
NECK: COPPER																						
$\vdash$	RING:								НТ	MEDIUM	HEAVY	ADS &	LIFT ABOVE									
$\vdash$	RING:		CARRIED WEIGHT						i1	101	152	N	152	304	760							
ARMOR & WEAPONS		CURREN		JIPMENT	MISC	TOTAL		0	0		MODIFIED LOAD	0	0	0								
wrist: 0.0		0.8	7	7.0		27.8	CUF	RENT	LOAD	LIGHT		EDIUM 🗖	HEA	VY 🗖								
_			1 0.0					_														