

Odessa Grenadè

Player: Kay O'Connor

Female human gunslinger 2 - CR 1

Lawful Good Humanoid (Human); Deity: **Cayden Cailean**;

Age: **25**; Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
Cold weather outfit : +5 circumstance bonus vs. cold weather							

REFLEX (DEXTERITY)	+6	=	+3	+3			
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WILL (WISDOM)	+0	=					
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+2		+3			+1	

Touch AC 14	Flat-Footed AC 12
	BAB Strength Size Misc

CM Bonus +2	=	+2	+0	-	-
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CM Defense 16	=	10	BAB +2	Strength +0	Dexterity +3	Size -
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Base Attack	+2	HP	24
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Initiative	+3	Damage / Current HP
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Speed	30 / 20 ft
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Rifle

Ranged: **+1, 1d10+3**

Crit: x4

Ranged, both hands: **+5, 1d10+3**

Rng: 80'
2-hand, B/P

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (3)	1	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	-3	STR (0)	-	
Craft (alchemy)	+1	INT (1)	-	
Craft (firearms)	+5	INT (1)	1	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+0	DEX (3)	-	
Heal	+0	WIS (0)	-	
Intimidate	+9	CHA (3)	2	
Knowledge (engineering)	+5	INT (1)	1	
Knowledge (local)	+6	INT (1)	2	
Perception	+5	WIS (0)	2	
Ride	+0	DEX (3)	-	
Sense Motive	+1	WIS (0)	1	
Stealth	+0	DEX (3)	-	
Survival	+4	WIS (0)	1	
Swim	+1	STR (0)	1	

Feats

Armor Proficiency (Light)
 Martial Weapon Proficiency - All
 Point-Blank Shot
 Rapid Reload (Rifle)
 Simple Weapon Proficiency - All

Traits

Black Powder Interjection (1/day)
Influence (Intimidate)

Gear

**Total Weight Carried: 34.6/100 lbs, Medium Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Artisan's outfit (Free)	-
Cold weather outfit	7 lbs
Leather armor	15 lbs
Money	0.64 lbs
Rifle	12 lbs

Special Abilities

Deed: Deadeye (Ex)
Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)
Deed: Quick Clear (Ex)
Grit (Ex)
Gun Training +3 (Rifle) (Ex)

Tracked Resources

Black Powder Interjection (1/day)	<input type="checkbox"/>
Grit Pool (1/day)	<input type="checkbox"/>

Languages

Common Elven

Sourcebooks Used

- **Ultimate Campaign** - Black Powder Interjection (trait); Influence (trait)
- **Ultimate Combat** - Gunslinger (class); Gunsmithing (feat)
- **Ultimate Combat / Ultimate Equipment** - Rifle (weapon)

Experience & Wealth

Experience Points: **2000/5,000**
Current Cash: **32 gp**

Odessa Grenadè – Abilities & Gear

Point-Blank Shot

Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Reload (Rifle)

Feat

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with.

You can reload such a weapon quickly.

Prerequisite: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Black Powder Interjection (1/day)

Trait

Your confidence rises when you foil spellcasting. Once per day, when you interrupt the casting of a spell with a firearm attack, you may regain 1 grit point.

Appears In: Ultimate Campaign

Influence (Intimidate)

Trait

Your position in society grants you special insight into others, and special consideration or outright awe from others. Choose one of the following skills: Diplomacy, Intimidate, or Sense Motive. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Appears In: Ultimate Campaign

Deed: Deadeye (Ex)

Class Ability (Gunslinger)

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 takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Deed: Gunslinger's Dodge (+2 AC/+4 AC pClass Ability (Gunslinger)

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 gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Deed: Quick Clear (Ex)

Class Ability (Gunslinger)

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 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Grit (Ex)

Class Ability (Gunslinger)

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 nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

Killing Blow with a Firearm: When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Optional Rule: Daring Act

The following method for regaining grit points requires a measure of GM judgment, so it is an optional rule.

Daring Act: Each time a gunslinger performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the gunslinger regains 1 grit point.

Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

Gun Training +3 (Rifle) (Ex)

Class Ability (Gunslinger)

Starting at 5th level, a gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Every four levels thereafter (9th, 13th, and 17th), the gunslinger picks up another type of firearm, gaining these bonuses for those types as well.

Cold weather outfit

Gear

This outfit is designed for mountaineering or hunting and traveling in icy climates. It includes a coat of wool or thick animal fur, a linen shirt, a wool cap, a heavy cloak, a heavy skirt or pants, and waterproof leather boots. In some regions, the outfit may be composed primarily of fur and animal pelts. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Title - Odessa Grenadè (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/05/21

XP Reward : 2000 XP; **Net Cash** :

- no notes -

Title - Odessa Grenadè (Capital Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/05/21

Net Capital :

- no notes -