

Odessa Grenadè

Player: Kay O'Connor

Female human gunslinger 3 - CR 2

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			
WILL (WISDOM)	+1	=	+1				

	Total	Enhanc	Shield	Dex	Deflect	Dodge	Misc
Defense	15	=	10		+3		+2

Armor DR 2/magic or Large **Flat-Footed Def** 10

Armor DR	=	Armor	HD	Nat	Nat	Misc
Armor DR	=	+2				

Critical Defense	Total	=	DR	Shield	Dex	Deflec	Misc
Critical Defense	+5	=	+2		+3		

CM Bonus	+3	=	BAB	Strength	Size	Misc
CM Bonus	+3	=	+3	+0	-	-

CM Defense	18	=	10	BAB	Strength	Dexterity	Size
CM Defense	18	=	10	+3	+0	+3	-

Vigor	Total	27	Damage / Current Vigor
Vigor	27		

Wound	Total	30	Damage / Current Wounds
Wound	30		

Base Attack +3

Initiative +5

Speed 30 / 20 ft

Rifle

Ranged: **+2, 1d10+3**

Ranged, both hands: **+6, 1d10+3**

Crit: x4
Rng: 80'
2-hand, B/P



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	+1	STR (0)	1	
Craft (alchemy)	+5	INT (1)	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	
Linguistics	+2	INT (1)	1	
Perception	+6	WIS (0)	3	
Ride	+0	DEX (3)	-	
Sense Motive	+2	WIS (0)	2	
Stealth	+1	DEX (3)	1	
Survival	+4	WIS (0)	1	
Swim	+1	STR (0)	1	

Feats

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

Feats

Simple Weapon Proficiency - All

Traits

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

Leather armor

+2

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

Gear

**Total Weight Carried: 39.6/100 lbs, Medium Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Artisan's outfit (Free)	-
Cloak of the yeti	5 lbs
Cold weather outfit	7 lbs
Leather armor	15 lbs
Money	0.64 lbs
Rifle	12 lbs

Special Abilities

Deed: Deadeye (Ex)
Deed: Gunslinger Initiative (Ex)
Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)
Deed: Pistol-Whip (Ex)
Deed: Quick Clear (Ex)
Deed: Utility Shot (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	Sign Language
Elven	

Sourcebooks Used

- **Reign of Winter** - Cloak of the yeti (equipment)
- **Ultimate Campaign** - Black Powder Interjection (trait); Influence (trait)
- **Ultimate Combat** - Gunslinger (class); Gunsmithing (feat)
- **Ultimate Combat / Ultimate Equipment** - Rifle (weapon)

Experience & Wealth

Experience Points: **5000**/9,000
Current Cash: **32 gp**

Odessa Grenadè – Abilities & Gear

Dodge Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

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 Initiative (Ex) Class Ability (Gunslinger)

At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Deed: Gunslinger's Dodge (+2 AC/+4 AC) Class 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: Pistol-Whip (Ex) Class Ability (Gunslinger)

At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/x2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

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.

Odessa Grenadè – Abilities & Gear

Deed: Utility Shot (Ex)

Class Ability (Gunslinger)

At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing the shot.

• **Blast Lock**: The gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. *Arcane lock* grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though *knock* can still be employed to bypass the lock, and the creator of an *arcane lock* can still bypass the wards of that spell.

• **Scoot Unattended Object**: The gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally.

• **Stop Bleeding**: The gunslinger makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The gunslinger does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

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.

Odessa Grenadè – Abilities & Gear

Cloak of the yeti

Wondrous Item (Shoulders)

This heavy cloak is crafted from shaggy white yeti fur. When the cloak's hood is pulled up over the wearer's head, it takes on a semblance of its arctic namesake's fearsome visage. Northern warriors value its ability to ward against the chill of winter, as well as the protection it provides in combat. The *cloak of the yeti* provides a constant *endure elements* effect in cold weather (it has no effect in hot weather). In battle, the cloak wraps around the wearer, granting a +1 natural armor bonus. In addition, with the hood drawn over the wearer's head, the cloak grants a +2 competence bonus on Intimidate skill checks.

Construction

Requirements: Craft Wondrous Item, *barkskin*, *cause fear*, *endure elements*; **Cost** 2,000 gp

Appears In : Reign of Winter

Title - Odessa Grenadè (Adventure Journal)

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

XP Reward : 5000 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 -