

## Odessa Grenadè



**Female human gunslinger (gun scavenger) 5 - CR 4**  
 Lawful Good Humanoid (Human); Deity: **Cayden Cailean**;  
 Age: **25**; Height: **5' 9"**; Weight: **160 lb.**; Eyes: **Blue/Gree**;  
 Hair: **Pink**; Skin: **White**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>13</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>17</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>16</b>	<b>+3</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>16</b>	<b>+3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+7</b>	=	<b>+4</b>	<b>+3</b>			
Cold weather outfit : +5 circumstance bonus vs. cold weather							

<b>REFLEX</b> (DEXTERITY)	<b>+7</b>	=	<b>+4</b>	<b>+3</b>			
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<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 14</b>	=		<b>+3</b>		<b>+1</b>			

<b>Touch AC</b>	<b>13</b>	<b>Flat-Footed AC</b>	<b>11</b>		
		BAB	Strength	Size	Misc

<b>CM Bonus</b>	<b>+6</b>	=	<b>+5</b>	<b>+1</b>	-	-
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<b>CM Defense</b>	<b>19</b>	=	<b>10</b>	BAB	Strength	Dexterity	Size
				<b>+5</b>	<b>+1</b>	<b>+3</b>	-

<b>Base Attack</b>	<b>+5</b>	<b>HP</b>	<b>58</b>
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<b>Initiative</b>	<b>+7</b>	Damage / Current HP	
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<b>Speed</b>	<b>30 / 20 ft</b>
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### Rifle

Ranged: **+4, 1d10+3** Crit: x4  
 Ranged, both hands: **+8, 1d10+3** Rng: 80'  
 2-hand, B/P

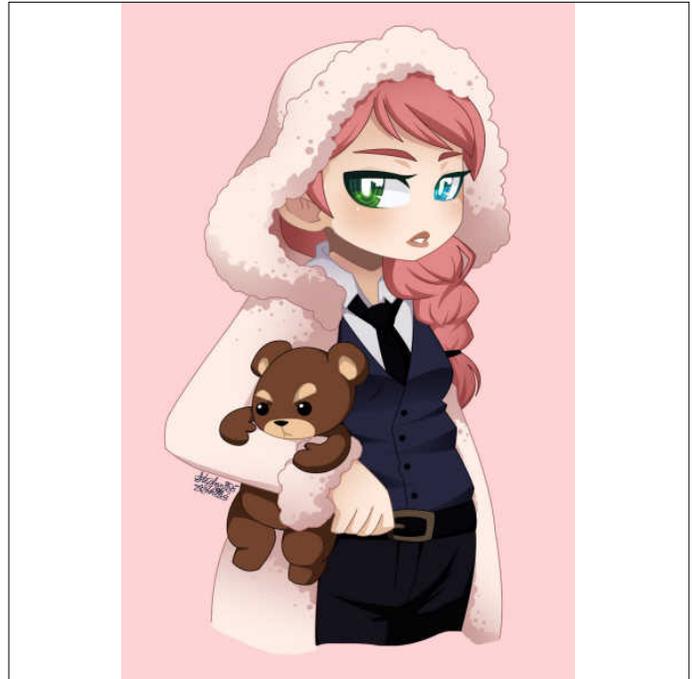
### Throwing axe

Main hand: **+6, 1d6+1** Crit: x2  
 Ranged: **+8, 1d6+1** Rng: 10'  
 Light, S

### Leather armor

**+2**

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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+5</b>	DEX (3)	2	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+9</b>	CHA (3)	3	
<b>Climb</b>	<b>+2</b>	STR (1)	1	
<b>Craft (alchemy)</b>	<b>+6</b>	INT (1)	2	
<b>Craft (blacksmith)</b>	<b>+3</b>	INT (1)	1	
<b>Craft (firearms)</b>	<b>+3</b>	INT (1)	1	
<b>Diplomacy</b>	<b>+5</b>	CHA (3)	2	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (3)	1	
<b>Fly</b>	<b>+0</b>	DEX (3)	-	
<b>Handle Animal</b>	<b>+7</b>	CHA (3)	1	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+9</b>	CHA (3)	2	
<b>Knowledge (engineering)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (local)</b>	<b>+8</b>	INT (1)	4	
<b>Knowledge (nobility)</b>	<b>+3</b>	INT (1)	2	
<b>Linguistics</b>	<b>+3</b>	INT (1)	2	
<b>Perception</b>	<b>+6</b>	WIS (0)	3	
<b>Ride</b>	<b>+0</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+2</b>	WIS (0)	2	
<b>Stealth</b>	<b>+2</b>	DEX (3)	2	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+2</b>	STR (1)	1	

### Feats

Armor Proficiency (Light)

## Feats

Deadly Aim -2/+4  
Escape Route  
Exotic Weapon Proficiency (Firearms)  
Gunsmithing  
Improved Initiative  
Martial Weapon Proficiency - All  
Quick Draw  
Rapid Reload (Rifle)  
Simple Weapon Proficiency - All

## Traits

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

## Gear

**Total Weight Carried: 70/150 lbs, Medium Load  
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

Artisan's outfit (Free)	-
Backpack (empty) <In: Bag of holding II (12 @ 19.5	2 lbs
Bag of holding II (12 @ 19.5 lbs)	25 lbs
Bedroll <In: Bag of holding II (12 @ 19.5 lbs)>	5 lbs
Belt pouch (empty) <In: Bag of holding II (12 @ 19.5	0.5 lbs
Cloak of the yeti	5 lbs
Cold weather outfit	7 lbs
Gunsmith's kit <In: Bag of holding II (12 @ 19.5 lbs)>	2 lbs
Leather armor	15 lbs
Money <In: Bag of holding II (12 @ 19.5 lbs)>	-
Powder horn (empty) <In: Bag of holding II (12 @ 19.5	1 lb
Rifle	12 lbs
Snowshoes	4 lbs
Throwing axe	2 lbs
Trail rations x5 <In: Bag of holding II (12 @ 19.5 lbs)>	1 lb
Waterskin <In: Bag of holding II (12 @ 19.5 lbs)>	4 lbs

## Special Abilities

Arbitrary Aim -1 (Ex)  
Deed: Change Out (Ex)  
Deed: Deadeye (Ex)  
[N/A] Deed: Gunslinger Initiative (Ex)  
Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)  
Deed: Pistol-Whip (Ex)  
[N/A] Deed: Utility Shot (Ex)  
Go By Feel (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"/>
Throwing axe	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Lip Reading
Elven	Sign Language

## Experience & Wealth

Experience Points: **15000**/23,000  
Current Cash: **You have no money!**

## Background

Eyes: Green (R) Blue(L)  
Left handed  
Deaf in left ear.  
Has Jim as her sweet little service animal.

Kind of sort of dating(?) Menet.

## Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Snowshoes (equipment)
- **Inner Sea Combat** - Gun Scavenger (archetype)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Powder horn (equipment)
- **Reign of Winter** - Cloak of the yeti (equipment)
- **Ultimate Campaign** - Black Powder Interjection (trait); Influence (trait)
- **Ultimate Combat** - Escape Route (feat); Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat)
- **Ultimate Combat / Ultimate Equipment** - Rifle (weapon)

## Odessa Grenadè – Abilities & Gear

### Deadly Aim -2/+4

#### Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

**Prerequisites:** Dex 13, base attack bonus +1.

**Benefit:** You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### Escape Route

#### Feat

You have trained to watch your allies' backs, covering them as they make tactical withdrawals.

**Benefit:** An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

**Appears In :** Ultimate Combat

### Gunsmithing

#### Feat

You know the secrets of repairing and restoring firearms.

**Benefit:** If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

**Crafting Firearms :** You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

**Crafting Ammunition :** You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge.

Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

**Restoring a Broken Firearm :** Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

**Special:** If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

**Appears In :** Ultimate Combat

### Improved Initiative

#### Feat

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### Quick Draw

#### Feat

You can draw weapons faster than most.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

**Normal:** Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

### 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

## Odessa Grenadè – Abilities & Gear

### Arbitrary Aim -1 (Ex) Class Ability (Gunslinger)

Starting at 2nd level, a gun scavenger's attacks with firearms are difficult to predict. When shooting a firearm at a creature that has a dodge or insight bonus to its Armor Class, the gun scavenger treats the combined bonus as if it were 1 lower. This value increases by 1 for every 4 levels beyond 2nd level (to a maximum of 5 at 20th level). This ability replaces nimble.

### Deed: Change Out (Ex) Class Ability (Gunslinger)

At 1st level, as a full-round action, a gun scavenger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. When she does, she can replace the broken part with a specialized, short-lived component that does one of the following: gives the firearm the scatter weapon quality ( *Ultimate Combat* 137); increases the damage dealt by the pistolwhip deed by one die size; or increases the firearm's range increment by 10 feet. A firearm with such a modification increases its misfire chance cumulatively by 1 each time it is fired until it misfires. When it does misfire, the effects of the temporary component are lost. A gun scavenger must have at least 1 grit point to perform this deed. Alternatively, if the gun scavenger spends 1 grit point to perform a change out, she can either perform the change out as a standard action instead of a full-round action, or perform the change out on a firearm that isn't broken. This deed replaces the quick clear deed.

### 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: 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.

### Go By Feel (Ex) Class Ability (Gunslinger)

A gun scavenger's intuitive and unique style leaves her firearms prone to misfire, whether as a result of using too much powder, using imperfectly milled parts, or any number of other minor inconsistencies. When using a firearm, a gun scavenger cannot reduce that firearm's misfire chance to 0; it can always misfire on a natural 1.

## Odessa Grenadè – Abilities & Gear

### 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.

### Snowshoes

### Gear

These high-tension nets of rope or sinew in wooden frames which are lashed to the feet spread your weight across the snow, making you much less likely to break through the crust and rendering walking much easier. Snowshoes reduce the penalty for walking through heavy snow by 50%; for example, if moving through snow normally costs you 2 squares of movement per square traveled, snowshoes reduce this cost to 1.5 squares per square traveled. Snowshoes may supplement another outfit.

**Appears In** : Advanced Player's Guide, Adventurer's Armory, Jade Regent, Ultimate Equipment

### Bag of holding II (12 @ 19.5 lbs)

### Wondrous Item

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount.

The Type II Bag of Holding can carry contents weighing up to 500 lbs and/or taking up a maximum volume of 70 cubic feet.

If a *bag of holding* is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a *bag of holding* is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

### Construction

**Requirements**: Craft Wondrous Item, *secret chest*; **Cost** 2,500 gp

### 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)** : 2019/03/04

**XP Reward** : 0 XP; **Net Cash** :

- no notes -