

Kawai

[Kasatha](#) Gunslinger (Mysterious Stranger) 5 // Wizard (Conjurer/Teleportation) 5
NG Medium Humanoïd (Kasatha)

Age: 25 6'4" 120

Deity:

Initiative +7, Perception +

Languages () Common, Kasatha

COMBAT STATISTICS

DEFENSE

AC 17[21], touch 17[21], flat-footed 10[14] (+5 Dex, +2 dodge)[+4 Magic Armor]

hp (4d10+4)

CMD 15 (10 +0 STR, +5 DEX)

DR

Immune: magic sleep effects

Resist: Acid, Cold, electricity 5

Vulnerable

Fort +6 (+5 class, +1 con)

Ref +10 (+5 class, +5 dex)

Will +7 (+5 class, +1 wis, +1 luck)

+4 fort vs fatigue/exhaustion from running, forced march, starvation, thirst, hot/cold environment.

OFFENSE

Speed 30 ft.

Melee +5

Spiked Gauntlet +5 (1d4) x2

Cup-Hilt Dagger

Cup-Hilt Rapier

Ranged +10

Pistol

Highway Pistol

Base Atk +4; CMB +4

Atk Options

Special Actions:

Shift (Su): 5'/2 levels LoS, No AoO, swift action as Dimension Door, 3+ int mod/day

ATTRIBUTES:

Total, Base, Misc

Str 10, 10

Dex 20, 18, +2 race

Con 12, 12

Int 19, 18, +1 4th lvl

Wis 12, 10, +2 race

Cha 16 16

FEATS: 1) Multi-Weapon Attack, 1w) Scribe Scroll, 1g) Gunsmith, 3) Quick-draw, 4g) Combat Reflexes, 5) Catch Them Napping, 5w)

TRAITS: Friends in Every Town (Social): +1 diplomacy, know:local, class skill. Outcast's Intuition (Magic): +1 Sense Motive, class skill. CL +1 vs attempts to dispel my magic.

Weapon Proficiency: All simple and martial weapons. All firearms.

Armor Proficiency: All light.

Shield Proficiency: None

Favored Class: Wizard: HP: Skills:1

Skills (5x5 class + 4x5 Int + 5 FC): 50

Total, Ranks, Attribute, Class, Other

Acrobatics (Dex)	+13,	5+5+3+0	always jumps as if running start
Appraise (Int)*	+9,	2+4+3+0	
Bluff (Cha)	+11,	5+3+3+0	
Climb (Str)	+5,	2+0+3+0	
Craft (Alchemy) (Int)*	+9,	1+4+3+0	
Craft (Carpentry) (Int)*	+9,	1+4+3+0	
Diplomacy (Cha)	+8,	1+3+3+1	trait
Disable Device (Dex)t	+2,	0+5+0+0	
Disguise (Cha)	+4,	0+3+0+0	
Escape Artist (Dex)	+2,	0+5+0+0	
Fly (Dex)*	+9,	1+5+3+0	
Handle Animal (Cha)t	+4,	0+3+3+0	
Heal (Wis)	+5,	1+1+3+0	
Intimidate (Cha)	+7,	1+3+3+0	
Knowledge (arcana)*t	+10,	3+4+3+0	
Knowledge (dungeo)*t	+5,	0+4+3+0	
Knowledge (eng)*t	+5,	0+4+3+0	
Knowledge (geog)*t	+5,	0+4+3+0	
Knowledge (hist)*t	+5,	0+4+3+0	
Knowledge (local)*t	+10,	2+4+3+1	trait
Knowledge (nature)*t	+8,	1+4+3+0	
Knowledge (nobility)*t	+5,	0+4+3+0	
Knowledge (planes)*t	+5,	0+4+3+0	
Knowledge (religion)*t	+5,	0+4+3+0	
Linguistics (Int)*t	+11,	1+4+3+0	
Perception (Wis)	+11,	5+1+3+2	+2 Familiar, arms reach
Perform (Oratory) (Cha)	+4,	0+3+0+0	
Prof (Sailor) (Wis)*t	+9,	5+1+3+0	
Prof (Soldier) (Wis)*t	+5,	1+1+3+0	
Ride (Dex)	+2,	0+5+3+0	
Sense Motive (Wis)	+7,	1+1+3+3	+2 Familiar, arms reach, trait
Sleight of Hand (Dex)t	+2,	0+5+3+0	
Spellcraft (Int)*t	+12,	5+4+3+0	

Stealth (Dex)	+10,	2+5+3+0
Survival (Wis)	+6,	2+1+3+0
Swim (Str)	+4,	1+0+3+0
Use Magic Device (Cha)t	+4,	0+3+0+0

GEAR

Armor: Armored Kilt +1, 2170 gp 10 lbs

Back:

Head:

Headband:

Shoulders:

Ring:

Ring:

Belt:

Feet:

Wrist:

Pistol, mwk	550 gp 4 lbs
Pistol, mwk	300 gp 4 lbs (first pistol)
Cup-Hilt Rapier, mwk	375 gp
Cup-Hilt Dagger, mwk	350 gp 1 lb
Spiked Gauntlet	5 gp 1 lb
Highway Pistol	587.5 gp 3 lbs
Handy Haversack	2000 gp 5 lbs
-Gunsmith's Kit	15 gp 2 lbs

Gear Notes:

Highway Pistol: range increment 5' 3d4/19-20x3, 10' 2d4/x3, 15' 1d4/x3; +2

sleight of hands to conceal, -1 attack

Cup-Hilt Dagger: defensive fighting/total defense/combat reflexes w/-2 att: +1
dodge bonus

Cup-Hilt Rapier: as dagger, +1 deflection bonus

GUNSLINGER, Mysterious Stranger

Grit (Ex): 3

Deeds:

-- Deadeye (Ex): touch AC beyond first range increment, 1 grit/-2 attack per increment.

-- Focused Aim (Ex): swift action, 1 grit +2 dam firearms this turn

-- Gunslinger's Dodge (Ex): 1 grit move 5' immediate action, +2 AC, provokes AoO OR drop prone +4 AC.

-- Gunslinger's Initiative (Ex) 1 grit in reserve, +2 initiative. May draw weapon during initiative check.

-- Pistol Whip (Ex): surprise melee with firearm/standard action, on hit CMB knock prone as free, 1 grit

-- Utility Shot (Ex): 1 grit in reserve

----Blast Lock

----Scoot Unattended Object

----Stop Bleeding

Lucky (Ex): +1 luck will saves.

Stranger's Fortune (Ex): ignore misfire cha mod/day, free action.

WIZARD

Arcane bond: [familiar Rhamphorhynchus](#)

Arcane School: Conjuraton (Teleport); Opposed Schools: Abjuration, Necromancy

Caster Level 5; DC: 10 +spell level +4

SPELLS MEMORIZED: 4/5/4/3/0/0/0/0/0/0

3rd: Fly, Haste, Summon Monster III*

2nd: Buoyancy, Glitterdust*, Reloading Hands*, See Invisibility

1st: Expeditious Retreat, Grease*, Mudball*, Obscuring Image*, Silent Image

0th: Detect Magic, Ghost Sound, Mage Hand, Read Magic

[KASATHA Racial Abilities](#) Switched Terrain Stride (desert) for poison use.

BACKGROUND

Kawai was rescued from an uninhabited island. The ship his parents were traveling on fell to the coral ringing the island during a hurricane.

When the storm was over, Kawai found few from the small sloop, all dead but his mother. She was wounded and died a few weeks later. At a young age of 12, Kawai was left to his own devices. Fortune had smiled on him though. While the ship had its bottom ripped out when it was blown across the coral, a significant amount of supplies were scattered along the shore, and still on the wreck. Most prized of these were his father's matched pistols and his mother's spell book. For the next eight years, Kawai not only survived, but also thrived on the island. Learning to swim, fish, and care for himself. In addition, he used nearly all the ammunition and powder that he had saved, and he learned to cast spells, finding a natural affinity for the arcane arts.

When he was finally rescued by a passing merchant ship, Kawai could communicate in draconic, the language of the arcane arts, but was limited in his speech and other languages. For the next two years he sailed aboard that merchant ship, learning the ways of seafaring and fighting pirates. He spent a further three years pressed into service upon a naval vessel patrolling the ocean.

Today, Kawai stands at a respectable 6' in height. His light skin has a hint of bronzing from long days in the sun. A mottled grey and black scarf covers his lower face, having learned this was a tradition of his people, he rarely removes the scarf. In an effort to fit in, Kawai typically uses his upper arms for nearly everything, content to keep his lower arms close to his body, and held across his waist. This also places them close to the matched pistols he wears in cross-draw holsters. A wicked rapier hangs low on his left side. The straps of a low-profile backpack cross over his upper shoulders. A pair of daggers held in sheaths on the straps.

GESTALT

Total

BAB	F/R/W	SP	HD	//	Class	BAB	F/R/W	SP	HD	//	Class	BAB	F/R/W	SP	HD
+1	2/2/2	5	d10		Gunslinger 1	+1	2/2/0	4	d10	//	Wizard 1	+0	0/0/2	2	d6
+2	3/3/3	5	d10		Gunslinger 2	+2	3/3/0	4	d10	//	Wizard 2	+1	0/0/3	2	d6
+3	4/4/4	5	d10		Gunslinger 3	+3	3/3/1	4	d10	//	Wizard 3	+1	1/1/3	2	d6
+4	5/5/5	5	d10		Gunslinger 4	+4	4/4/1	4	d10	//	Wizard 4	+2	1/1/4	2	d6
+5	5/5/5	5	d10		Gunslinger 5	+5	4/4/1	4	d10	//	Wizard 5	+2	1/1/4	2	d6