

# GUNSLINGER (LEVEL 7)



Lirianne has set her sights on a life of adventure and faces any problems the world throws at her with both barrels blazing.

## LIRIANNE

Female half-elf gunslinger 7 (*Ultimate Combat* 9)

CG Medium humanoid (elf, human)

**Init** +6; **Senses** low-light vision; **Perception** +8

### DEFENSE

**AC** 22, touch 17, flat-footed 16 (+5 armor, +1 deflection, +4 Dex, +2 dodge)

**hp** 64 (7d10+21)

**Fort** +8, **Ref** +10, **Will** +6; +2 vs. enchantments

**Immune** magical sleep effects

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +8/+3 (1d8+1/19–20)

**Ranged** +2 *reliable pistol* +14 (1d8+5/×4), mwk pistol +8 (1d6+4/×4) or mwk pistol +13 (1d8+4/×4)

### STATISTICS

**Str** 12, **Dex** 18, **Con** 14, **Int** 10, **Wis** 16, **Cha** 11

**Base Atk** +7; **CMB** +8; **CMD** 25

**Feats** Extra Grit\*, Gunsmithing\*, Point Blank Shot, Precise Shot, Rapid Reload\*, Skill Focus (Perception)\*, Weapon Focus (pistol)\*

**Skills** Craft (alchemy) +10, Intimidate +10, Knowledge (engineering) +10, Perception +8, Sleight of Hand +14; **Armor Check** o

**Traits** Elven Reflexes\*, Killer

**Languages** Common, Elven

**SQ** deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot), grit (5), elf blood\*, gunsmith\*, gun training (pistol +4)\*, nimble +2\*

**Combat Gear** *potion of owl's wisdom*, *potions of cure serious wounds* (2), *oil of silence*, alchemist's fire; **Other Gear** +2 studded leather, longsword, +1 *reliable pistol*, mwk pistol with 30 bullets, *ring of protection* +1, *cloak of resistance* +1, adamantine bullets (5), backpack, *belt of incredible dexterity* +2, dagger, gunsmith's kit, hemp rope (50 ft.), paper cartridges (15), powder horn with 10 doses of black powder, silver bullets (5), sunrods (2), waterskin, 79 gp

### SPECIAL ABILITIES

**Deeds** Lirianne can spend grit points (see below) to accomplish the following deeds and those listed on the 1st- and 4th-level versions of her stats:

**Dead Shot:** As a full-round action costing 1 grit point, Lirianne can shoot a single shot at a target, making two attack rolls at +13/+8. If either attack roll hits, Lirianne's single attack is considered to have hit. For each additional successful attack roll beyond the first, she increases the damage of the shot by 1d8. Precision damage is added with damage modifiers and are not increased by this deed. If either attack roll is a critical threat, she confirms the critical once at +8. If both rolls are critical threats, she rolls the confirmation at +9 instead. Lirianne only misfires on a dead shot if both attack rolls are misfires.

**Startling Shot:** As long as she has at least 1 grit point, Lirianne can spend a standard action to purposely miss a creature that she could normally hit



"I'd be obliged if you stood down, friend.  
I got no stomach for killing this early."

with a pistol, making that creature flat-footed until the start of its next turn.

**Targeting:** As a full-round action costing 1 grit point, Lirianne can make a single firearm attack targetting a specific part of the target creature's body, gaining a special effect depending on the part of the body targeted (see page 11 of *Ultimate Combat*). Creatures that are immune to sneak attacks are immune to these effects.

**Grit** Lirianne begins each day with 5 grit points. Her grit goes up or down throughout the day, but cannot go higher than this maximum. Lirianne can spend grit to accomplish deeds (see above), and regains 1 point of grit each time she confirms a critical hit with a firearm or when she reduces a creature to 0 or fewer hit points with a firearm.

**Killer** When Lirianne confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her longsword or +4 with her pistol). This additional damage is added to the final total and is not multiplied by the critical hit multiple itself.

**Pistol** Lirianne's pistol attacks resolve against the target's touch AC when the target is within the first range increment of the weapon (20 ft.) and have a maximum range of five range increments. The guns can each hold a single bullet at a time, and reloading one of them is a move action that provokes attacks of opportunity. If her masterwork pistol attack is ever a natural 1, the firearm misfires and gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases to a range of 1–3. If her broken pistol misfires again, it explodes, destroying the weapon and creating a 5 ft. burst from one randomly determined corner of her square, dealing damage to any creature in the burst (including Lirianne) as if it had been damaged by the weapon—a DC 12 Reflex save halves this damage. Her reliable pistol has no misfire chance unless it gains the broken condition through another means, in which case it's misfire range becomes 1–2.

**Point Blank Shot** When Lirianne shoots at a target within a range of 30 ft., she adds +1 to her attack and damage roll.

**Precise Shot** Lirianne can shoot at a target engaged in melee without taking the standard –4 penalty on the attack.

\* This ability has already been calculated into Lirianne's stats.

Lirianne always dreamed of living the adventures she read about in fairy tales and penny dreadfuls. When a storm of primal magic sent the dutiful Alkenstar shield marshal to the distant land Avistan, Lirianne found herself in just such an adventure. She now struggles to balance her resurgence of childhood wonder and adult dedication to justice, all while confronting her long-ignored elven blood.

# NINJA (LEVEL 7)



Unassuming when she wants to be, Reiko is a master of disguise and subtlety, and deadly when she strikes.

## REIKO

Female human ninja 7 (*Ultimate Combat* 11)

N Medium humanoid (human)

**Init** +6; **Senses** Perception +11

### DEFENSE

**AC** 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

**hp** 35 (7d8)

**Fort** +4, **Ref** +11, **Will** +5

**Defensive Abilities** uncanny dodge

### OFFENSE

**Speed** 30 ft.

**Melee** +2 *wakizashi* +11 (1d6+2/18–20), or

mwk *kusarigama* +6 (1d3/1d6)

**Ranged** shuriken +9 (1d2)

**Special Attacks** sneak attack +4d6

### STATISTICS

**Str** 10, **Dex** 19, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +5; **CMB** +5; **CMD** 20

**Feats** Deceitful\*, Dodge, Mobility, Spring Attack, Stealthy\*, Weapon Finesse

**Skills** Acrobatics +14, Bluff +14, Climb +10, Craft (alchemy) +7, Disguise +14, Escape Artist +16, Knowledge (religion) +5, Perception +11, Sense Motive +11 (+16 to intercept secret messages), Sleight of Hand +14, Stealth +21, Use Magic Device +12; **Armor Check** 0

**Traits** Canter, Reactionary\*

**Languages** Common, Giant, Tien

**SQ** *ki* pool (5), light steps, ninja tricks (combat trick, shadow clone, vanishing trick), no trace +2, poison use

**Combat Gear** *potion of cure light wounds*, *potions of cure moderate wounds* (3), *potion of pass without trace*, *potion of protection from evil*, caltrops, flash powder, smoke pellet; **Other Gear** +2 shadow studded leather, mwk *kusarigama*, +2 *wakizashi*, shuriken (10), *cloak of resistance* +2, *hat of disguise*, backpack, belt pouch, grappling hook, silk rope (50 ft.), 3 gp

### SPECIAL ABILITIES

**Canter** Reiko has been trained to read people's true intentions. Anyone who attempts to use Bluff to deliver a secret message to Reiko gains a +5 bonus on his Bluff check. When Reiko attempts to intercept a secret message using Sense Motive, Reiko gains a +5 trait bonus on the attempt.

**Flash Powder** This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even a force such as throwing it against a floor (a standard action). Creatures within the 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).

**Ki Pool** By spending 1 point from her *ki* pool, Reiko can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, she can spend 1 point from her *ki* pool to give herself a +4 insight bonus on Stealth



"The spider waits for its prey to come to its web."

checks for 1 round. Each of these powers is activated as a swift action.

**Kusarigama** This double weapon has a single sickle held in the off-hand attached by 10 feet of fine chain to a weighted metal ball, and has the grapple, monk, reach, and trip weapon qualities.

**Light Steps** As a full-round action, Reiko can move up to twice her speed, ignoring difficult terrain, across any surface, no matter how much she weighs, and must end her move on a surface that can support her normally. When moving in this way, Reiko ignores any mechanical traps that use a location-based trigger, does not take damage from surfaces or hazards that react to being touched, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces.

**No Trace** The DC to track a ninja using the Survival skill increases by +2. In addition, her training gives her a +2 insight bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round.

**Shadow Clone** As a standard action costing 1 *ki* point, Reiko can create 1d4 shadowy duplicates of herself as the *mirror image* spell (CL 7th).

**Smoke Pellet** This small clay sphere contains two alchemical substances separated by a thin barrier. When you break the sphere, the substances mingle and fill a 5-foot square with a cloud of foul but harmless yellow smoke. The smoke pellet acts as a smokestick, except the smoke only lasts for 1 round before dispersing. You may throw a smoke pellet as a ranged touch attack with a range increment of 10 feet.

**Vanishing Trick** Reiko can spend 1 *ki* point as a swift action to disappear for 1 round per level, as *invisibility*.

**Wakizashi** Reiko's blade has the deadly weapon quality. When delivering a coup de grace, she adds +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.

\* The effects of this ability have already been included in her stats.

Reiko's mother had no wish for her only daughter to follow the shadowed path of a ninja, but Reiko was pulled into it after their home was overrun. Burning her enemies' faces into her mind, Reiko has followed many trails to seek her revenge, a path that has brought her over the northern snows of the Crown of the World. Finding herself in strange new lands, Reiko has yet to pick up the trail again, but if there is one thing Reiko is, it is patient.

# SAMURAI (LEVEL 7)

Hayato cuts a stern and silent figure. Exiled for avenging his master's murder, he now travels as a ronin, serving whatever cause seems noble.

## HAYATO

Male human samurai 7 (Ultimate Combat 18)

LG Medium humanoid (human)

**Init** +1; **Senses** Perception +11

### DEFENSE

**AC** 22, touch 12, flat-footed 21 (+10 armor, +1 deflection, +1 Dex)

**hp** 64 (7d10+21)

**Fort** +9, **Ref** +5, **Will** +8

### OFFENSE

**Speed** 20 ft.

**Melee** +2 *katana* +14/+9 (1d8+5/18–20) or *naginata* +10/+5 (1d8+4/x4)

**Ranged** +1 *longbow* +9/+4 (1d8+1/x3)

**Special Attacks** challenge (+7, 3/day)

### STATISTICS

**Str** 16, **Dex** 13, **Con** 15, **Int** 10, **Wis** 14, **Cha** 12

**Base Atk** +7; **CMB** +10; **CMD** 22

**Feats** Alertness\*, Greater Weapon Focus (*katana*)\*, Iron Will\*, Mounted Combat, Power Attack, Weapon Focus (*katana*)\*

**Skills** Diplomacy +10, Handle Animal +10, Linguistics +1, Perception +11, Perform (string) +2, Ride +6, Sense Motive +15; **Armor Check** –4

**Traits** Armor Expert\*, Suspicious\*

**Languages** Common, Tien

**SQ** banner +2, mount (Jinfu [horse]), mounted archer, order abilities (self reliant), order challenge +2, resolve (4), ronin, weapon expertise (*katana*)

**Combat Gear** *potion of cure moderate wounds* (2), *potion of remove fear*; **Other Gear** +2 *o-yoroi armor*, +2 *katana*, *naginata*, +1 *longbow* with 20 arrows, backpack, *cloak of resistance* +2, masterwork koto (stringed instrument), *ring of protection* +1, waterskin, 104 gp

### SPECIAL ABILITIES

**Banner** As long as Hayato's banner is visible, all his allies within 60 feet gain a +2 morale bonus on saves against fear and a +1 morale bonus on attack rolls made as part of a charge. The banner must be carried by Hayato or Jinfu to function.

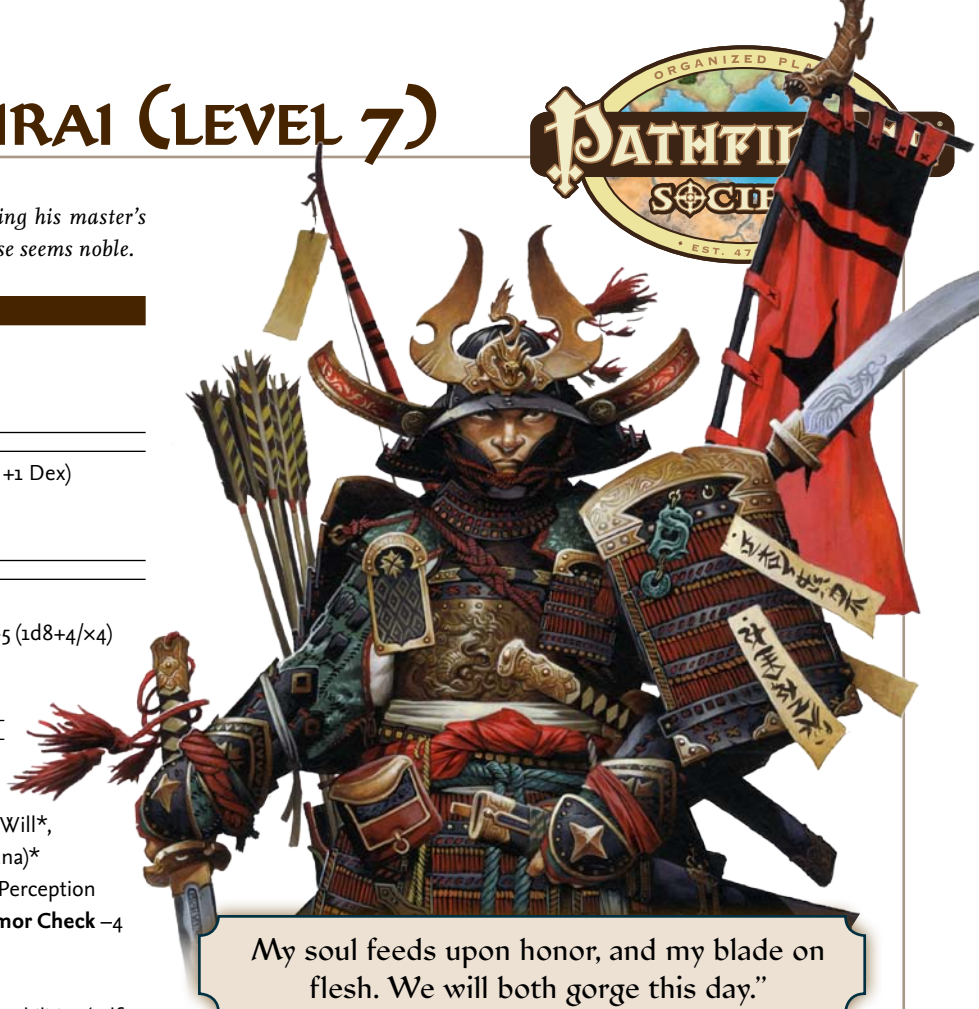
**Challenge** Three times per day as a swift action, Hayato may challenge an enemy he sees. Until that enemy is slain, he gains a +7 damage bonus against that enemy, but takes a –2 AC penalty against any other enemies. If Hayato is the target of a challenge or smite made by the target of his challenge, he also gains a +2 morale bonus on attack rolls and a +2 dodge bonus to AC against his opponent.

**Mount** Hayato's horse, Jinfu, is extraordinarily skilled and loyal. He obeys without fear or hesitation, even in combat.

**Size** Large; **Speed** 50 ft.; **AC** 20; **hp** 34; **Fort** +8, **Ref** +7, **Will** +5; **Melee** bite +9 (1d4+5), 2 hooves +7 (1d6+2); **Feats** Alertness, Iron Will, Multiattack; **Skills** Perception +13; **Str** 20, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6; **SQ** devotion, evasion, low-light vision, scent, war-trained

**Mounted Archer** Hayato only takes a –2 penalty for firing ranged weapons while mounted, or a –4 penalty at full gallop.

Honor is strength. It is a maxim that Nakayama Hayato has known since birth, and one whose barbs he still feels deep in his flesh. After his banishment from distant Minkai for avenging his master's death against a rival noble, the samurai came to rest in the Inner Sea region. He operates as a fearless and talented mercenary—or ronin, as he terms it—for those whose cause seem righteous, yet refuses to bow to anyone regardless of status, saying only that he has had his fill of masters.



**Mounted Combat** Once per round when his mount is hit, Hayato may make a Ride check as an immediate action to negate the hit. The DC is equal to the opponent's attack roll.

**Power Attack** Before attacking, Hayato may choose to take a –2 penalty on all attack rolls and combat maneuver checks until his next turn and gain a +4 bonus on damage.

**Resolve** Four times per day, Hayato can muster his resolve to perform one of the following actions:

**Determined:** As a standard action, Hayato removes the fatigued, shaken, or sickened condition from himself.

**Resolute:** Before making a Will or Fortitude save, Hayato may decide to roll two dice and use the best result.

**Unstoppable:** If reduced below 0 hit points but not killed, Hayato can remain conscious and upright, though he can only take a single move or standard action each round. He falls unconscious if he takes any more damage.

If Hayato defeats the target of his challenge ability, he regains one spent resolve.

**Self Reliant** If Hayato fails a Will save, he may make a second save against the same effect at the end of his next turn. Whenever Hayato is reduced to 0 hit points, he may roll to stabilize twice on his next round.

**Weapon Expertise** Hayato may draw his katana as a free action. Whenever he threatens a critical with a katana, he gains a +2 bonus to confirm.

\* The effects of this ability are already calculated into Hayato's stats.