

NHALMIKA GUNSLINGER 3

ANCESTRY	DWARF (FORGE DWARF)	BACKGROUND	MARTIAL DISCIPLE
SPEED	20 FEET	PERCEPTION	+9 (EXPERT)
SENSES	DARKVISION		
LANGUAGES	COMMON, DWARVEN	CLASS DC	18
STRENGTH		DEXTERITY	
STR	+3	DEX	+3
INTELLIGENCE		WISDOM	
INT	+0	WIS	+2
		CHARISMA	
		CHA	-1

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WHEN PARRYING	RESISTANCE
	43	20	21	FIRE 1
FORTITUDE	REFLEX	WILL		
+9	+10	+9		

Stubborn Nhalmika has a benefit on saves against the controlled condition.

STRIKES

MELEE	◆ reinforced stock +8 [+3/-2] (attached, finesse, two-hand d8), 1d8+3 bludgeoning* ◆ clan dagger +8 [+4/+0] (agile, parry, versatile B), 1d4+3 piercing * If removed and attached to a 1-handed crossbow or firearm, the stock deals 1d4+3 damage
RANGED	◆ +1 dwarven scattergun +11 [+6/+1] (concussive, kickback, range increment 50 feet, parry, reload 1, scatter 10 feet), 1d8+1 piercing plus 1d4 precision ◆ clan pistol +10 [+5/+0] (concussive, fatal d10, range increment 80 feet, reload 1), 1d6 piercing plus 1d4 precision ◆ bomb +10 [+5/+0] (thrown 20 feet), see equipment

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+8 ●	+0	+10 ●●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+5 ●	-1	-1
INTIMIDATION (CHA)	WARFARE LORE (INT)	LORE (OTHER; INT)
-1	+5 ●	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+7 ●	+2	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
-1	+2	+5 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+3	+2	+3

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Explosive Savant*
CLASS FEATS	Cover Fire, Defensive Armaments
GENERAL FEATS	Toughness*
SKILL FEATS	Cat Fall, Titan Wrestler
CLASS ABILITIES	Clear a Path, gunslinger's way (vanguard), Living Fortification, slinger's precision, stubborn

* Abilities with an asterisk have already been calculated into Nhalmika's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Current 5, 9 L; Maximum 13 Bulk
WORN	backpack, clan dagger, clan pistol (20 rounds), +1 dwarven scattergun (25 rounds), healer's toolkit, lesser healing potion, moderate alchemist's fire, reinforced stock, studded leather
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	2 gp, 6 sp



WHAT IS A GUNSLINGER?

You are unrivaled in skill and accuracy with firearms, lugging a heavy weapon to blast holes through enemy lines.

EQUIPMENT

The following rules apply to Nhalmika's equipment.

Agile (trait) The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

□ **Alchemist's Fire, Moderate** A thrown flask of alchemist's fire deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Attached (trait) The reinforced stock must be attached to a crossbow or firearm. You must be wielding or wearing the item the weapon is attached to in order to attack with it. The stock can be affixed to a different crossbow or firearm with 10 minutes of work and a successful DC 10 Crafting check. If attached to a one-handed firearm, it deals 1d4 damage and requires one hand to attack with.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack don't count against your Bulk limits (and are not included in your worn Bulk).

Concussive (trait) These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

Fatal (trait) The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.

Finesse (trait) You can use your Dexterity instead of Strength to calculate your attack bonus (but not damage rolls) with this melee weapon.

Healer's Toolkit This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. If you wear your healer's toolkit, you can draw and replace the tools as part of the action that uses them.

□ **Healing Potion, Lesser** (consumable, healing, magical, vitality) Upon drinking this potion, you regain 2d8+5 Hit Points.

Kickback (trait) A kickback weapon is extra powerful and difficult to use. A kickback weapon deals 1 additional damage with all attacks. Firing a kickback weapon gives a -2 circumstance penalty to the attack roll, but characters with a +2 or greater Strength modifier ignore the penalty. Attaching a kickback weapon to stabilizers can lower or negate this penalty (*Guns & Gears* 182).

Parry (trait) This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend an Interact action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Reload 1 It takes 1 Interact action to reload this weapon.

Scatter (trait) This weapon fires a cluster of pellets in a wide spray. Scatter always has an area listed with it, indicating the radius of the spray. On a hit, the primary target of attacks with a scatter weapon takes the listed damage, and the target and all other creatures within the listed radius around it take 1 point of splash damage per weapon damage die, of the same type as the initial attack. This additional damage is already figured into the dwarven scattergun's Strike damage.

Two-Hand (trait) This weapon can be wielded with two hands, changing its weapon damage die to the indicated value. This change applies to all the weapon's damage dice.

Versatile (trait) A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has versatile B can be used to deal piercing or bludgeoning damage. Choose the damage type each time you make an attack.

FEATS AND ABILITIES

Nhalmika's feats and abilities are described below.

Cat Fall Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter.

Clear a Path ♦ **Requirements** You're wielding a two-handed firearm or two-handed crossbow; **Effect** You make an Athletics check to Shove an opponent within your reach using your weapon, then Interact to reload. For this Shove, you don't need a free hand, and you add the weapon's item bonus on attack rolls (if any) to the Athletics check. If your last action or activity this round included a ranged Strike with the weapon, use the same multiple attack penalty as the last Strike you attempted with the weapon for the Shove; the Shove still counts toward your multiple attack penalty on further attacks.

Cover Fire ♦ **Frequency** once per round; **Requirements** You're wielding a loaded firearm or crossbow; **Effect** Make a firearm or crossbow Strike; the target must decide before you roll your attack whether it will duck out of the way. If the target ducks, it gains a +2 circumstance bonus to AC against your attack, or a +4 circumstance bonus to AC if it has cover. It also takes a -2 circumstance penalty to ranged attack rolls until the end of its next turn. If the target chooses not to duck, you gain a +1 circumstance bonus to your attack roll for that Strike.

Darkvision You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

Defensive Armaments Any two-handed firearms and two-handed crossbows you wield gain the parry trait. If an appropriate weapon already has the parry trait, increase the circumstance bonus to AC it grants when used to parry from +1 to +2. While parrying with your weapon, you are immune to splash damage.

Forge Dwarf You have fire resistance equal to half your level (minimum 1), and you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

Living Fortification ♦ **Trigger** You roll initiative; **Effect** Interact to draw a firearm or crossbow. You then position that weapon defensively, as the parry trait, gaining a +1 circumstance bonus to AC until the end of your first turn, or a +2 circumstance bonus if the chosen weapon has the parry trait.

Slinger's Precision You deal an extra +2 precision damage with Strikes made using non-repeating crossbows, and you deal an extra 1d4 precision damage on Strikes using nonrepeating firearms. This damage is already included in Nhalmika's ranged attack.

Stubborn When you fail, but don't critically fail, a Will save against an effect that would give you the controlled condition, you can attempt a second save against the effect at the start of your next turn. On a successful second save, the controlled condition ends, though any other effects remain. As normal, failing this second save doesn't allow you to attempt a third save on the subsequent turn.

Titan Wrestler You can attempt to Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you.