

## Captain Laurel Stormborn

Half-elf gunslinger 5/rogue 3/sorcerer 2 - CL10 - CR 9  
Chaotic Neutral Humanoid (Elf, Human); Deity: **Quell**; Age: **24**; Height: **5' 9"**; Weight: **135lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>12</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>16/20</b>	<b>+3/+5</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>13</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>16/18</b>	<b>+3/+4</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+7</b>	=	<b>+5</b>	<b>+2</b>			
Elven Immunities: +2 vs. enchantments							
<b>REFLEX</b> (DEXTERITY)	<b>+12</b>	=	<b>+7</b>	<b>+5</b>			
Trap Sense: +1 bonus vs. traps, Elven Immunities: +2 vs. enchantments							
<b>WILL</b> (WISDOM)	<b>+8</b>	=	<b>+5</b>	<b>+2</b>		<b>+1</b>	
Elven Immunities: +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep								
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc		
<b>AC</b>	<b>22</b>	=	<b>+4</b>		<b>+5</b>			<b>+2</b>	<b>+1</b>	<b>+12</b>

<b>Touch AC</b>	<b>18</b>	<b>Flat-Footed AC</b>	<b>16</b>
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Trap Sense: +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc	
<b>+9</b>	=	<b>+8</b>	<b>+1</b>	-	-

CM Defense	BAB	Strength	Dexterity	Size		
<b>27</b>	=	<b>10</b>	<b>+8</b>	<b>+1</b>	<b>+5</b>	-

See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	<b>+8</b>	<b>HP</b>	<b>85</b>
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Initiative	Damage / Current HP
<b>+7</b>	

<b>Speed</b>	<b>30 ft</b>
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### Bonny Lass

Main hand: **+15/+15/+10, 1d6+3** Crit: 18-20/x2  
Both hands: **+15/+15/+10, 1d6+3** 1-hand, P  
Main w/ offhand: **+9/+9/+4, 1d6+3**  
Main w/ light off.: **+11/+11/+6, 1d6+3**  
Offhand: **+5/+5, 1d6+2**

### Firearm bullet

Crit: N/A  
Ammo



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+19</b>	DEX (5)	<b>8</b>	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+4</b>	CHA (4)	-	
<b>Climb</b>	<b>+1</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+15</b>	CHA (4)	<b>8</b>	
<b>Disguise</b>	<b>+9</b>	CHA (4)	<b>2</b>	
<b>Escape Artist</b>	<b>+10</b>	DEX (5)	<b>2</b>	
<b>Fly</b>	<b>+5</b>	DEX (5)	-	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+15</b>	CHA (4)	<b>8</b>	
<b>Perception</b>	<b>+15</b>	WIS (2)	<b>7</b>	
Trapfinding: +1 to locate traps				
<b>Ride</b>	<b>+5</b>	DEX (5)	-	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
<b>Sleight of Hand</b>	<b>+16</b>	DEX (5)	<b>8</b>	
<b>Stealth</b>	<b>+15</b>	DEX (5)	<b>2</b>	
<b>Survival</b>	<b>+10</b>	WIS (2)	<b>5</b>	
<b>Swim</b>	<b>+9</b>	STR (1)	<b>5</b>	
<b>Use Magic Device</b>	<b>+10</b>	CHA (4)	<b>3</b>	

### Feats

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Combat Expertise +/-3

Bonus to AC in exchange for an equal penalty to attack.

#### Eschew Materials

Cast spells without materials, if component cost is 1 gp or less.

#### Gunsmithing

You can use a gunsmithing kit to craft/repair firearms and ammo.

#### Improved Feint

You can make a Bluff check to feint in combat as a move action.

#### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

#### Opening Volley

Successful ranged attack grants +4 on next melee attack roll

#### Quick Draw

Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

#### Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

#### Simple Weapon Proficiency - All

Proficient with all simple weapons.

#### Skill Focus (Acrobatics)

You get a +3 bonus on all checks involving the chosen skill.

#### Sly Draw

When you draw a light weapon, you may make a Sleight of Hand check instead of a Bluff check to feint in combat. Other feats and abilities that affect a feint still apply to your feint.

#### Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

## Traits

Sailor (Razor Coast, Perception)  
+1 trait bonus on Perception and Profession (sailor)

Totem Tattoo  
+1 trait bonus on Will saves.

## Pistol of the Watery Grave

Ranged: **+14/+9, 1d8+1 plus 2d6 vs. Water Elementals (Dbl dam to wa)** Crit: ×4  
Ranged, both hands: **+14/+9, 1d8+1 plus 2d6 vs. Water Elementals (Dbl dam to wa)** Rng: 20'  
1-hand, B/P

Ranged w/ offhand: **+8/+3, 1d8+1 plus 2d6 vs. Water Elementals (Dbl dam to wa)**

Ranged w/ light off.: **+10/+5, 1d8+1 plus 2d6 vs. Water Elementals (Dbl dam to wa)**

Ranged offhand: **+4, 1d8+1 plus 2d6 vs. Water Elementals (Dbl dam to wa)**

## Unarmed strike

Main hand: **+13/+8, 1d3+1 nonlethal** Crit: ×2  
Light, B, Nonlethal

Main w/ offhand: **+7/+2, 1d3+1 nonlethal**

Main w/ light off.: **+9/+4, 1d3+1 nonlethal**

Offhand: **+5, 1d3 nonlethal**

## Armor of insults (1/day)

**+4** Max Dex: +5, Armor Check: -  
Spell Fail: 15%, Light

## Gear

**Total Weight Carried: 29/130 lbs, Light Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Armor of insults (1/day)	20 lbs
Backpack (14 @ 26.5 lbs) <In: Dropped to ground (1 @ 2 lbs)>	2 lbs
Bedroll <In: Backpack (14 @ 26.5 lbs)>	5 lbs
Belt of incredible dexterity +4	1 lb
Belt pouch (21 @ 0.334 lbs)	0.5 lbs
Bonny Lass	2 lbs
Bottled yeti fur	-
Cloak of elvenkind	1 lb
Firearm bullet x20 <In: Belt pouch (21 @ 0.334 lbs)>	0.0167 lbs
Flint and steel <In: Belt pouch (21 @ 0.334 lbs)>	-
Mess kit <In: Backpack (14 @ 26.5 lbs)>	1 lb
Pistol of the Watery Grave	-
Ring of protection +2	-
Rope <In: Backpack (14 @ 26.5 lbs)>	10 lbs
Soap <In: Backpack (14 @ 26.5 lbs)>	0.5 lbs
Torch x5 <In: Backpack (14 @ 26.5 lbs)>	1 lb

## Experience & Wealth

Experience Points: **71000/105000**

Current Cash: **150 gp**

## Gear

**Total Weight Carried: 29/130 lbs, Light Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**  
Trail rations x5 <In: Backpack (14 @ 26.5 lbs)> 1 lb  
Traveller's outfit (Free) -  
Waterskin 4 lbs

## Special Abilities

### Bane (Water Elementals)

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe.

### Charmer (1/day) (Ex)

Once per day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for

### Deed: Deadeye (Ex)

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

### Deed: Gunslinger Initiative (Ex)

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

### Deed: Gunslinger's Dodge (+2 AC) (Ex)

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

### Deed: Pistol-Whip (Ex)

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

### Deed: Quick Clear (Ex)

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

### Deed: Utility Shot (Ex)

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

### Elf Blood

Half-elves count as both elves and humans for any effect related to race.

### Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

### Grit (Ex)

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

### Gun Training +5 (Highway Pistol) (Ex)

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.

### Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### [N/A] Out for Blood (Ex)

While this dare is active, your critical threat range with firearms (for gunslingers) or light or one-handed piercing melee weapons (for washbucklers) increases by 1 (20×4 becomes 19-20×4, 19-20×2 becomes 18-20×2, and so on). This

## Special Abilities

### Sneak Attack +2d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

### Stormborn

You trace your heritage to fierce and proud spirits of storm and sky, and living lightning sings in your veins.

### Thunderstaff (Shock 1 rds, 7/day) (Sp)

At 1st level, you can touch a weapon as a standard action, giving it the shock property for a number of rounds equal to 1/2 your sorcerer level (minimum 1). At 9th level, you can confer the shocking burst property instead, but the duration of

### Trap Sense +1 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

### Trapfinding +1

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

## Tracked Resources

Armor of insults (1/day)	<input type="checkbox"/>
Bottled yeti fur	<input type="checkbox"/>
Charmer (1/day) (Ex)	<input type="checkbox"/>
Firearm bullet	<input type="checkbox"/>
Grit Pool (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Thunderstaff (Shock 1 rds, 7/day) (Sp)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common  
Elven  
Tulita (mainland)

## Spells & Powers

**Sorcerer spells known** (CL 2nd; concentration +6)

**Melee Touch** +13/+8 **Ranged Touch** +13/+8

**1st (5/day)**—*affect normal fog, comprehend languages*

**0th (at will)**—*daze* (DC 14), *detect magic, ghost sound* (DC 14), *mage hand, read magic*

## Situational Modifiers

### All Saves

**Elven Immunities:** +2 vs. enchantments

### Perception

**Trapfinding:** +1 to locate traps

### Reflex Save

**Trap Sense:** +1 bonus vs. traps

## Sourcebooks Used

- **Advanced Class Guide** - Out for Blood (special ability)
- **Advanced Player's Guide** - Charmer (special ability); Stormborn (special ability)
- **Advanced Player's Guide / Ultimate Equipment** - Armor of insults (armor)
- **Adventurer's Armory** - Sly Draw (feat)
- **Deadmans Chest / FGG Pathfinder Content** - Affect Normal Fog (spell)
- **FGG Pathfinder Content / Razor Coast** - Bonny Lass (weapon); Sailor (Razor Coast) (trait); Totem Tattoo (trait); Tulita (mainland) (language)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Firearm bullet (weapon)
- **Ultimate Combat** - Gunslinger (class); Gunsmithing (feat); Opening Volley (feat)
- **Ultimate Combat / Ultimate Equipment** - Double-barreled pistol (weapon)
- **Ultimate Equipment** - Bottled yeti fur (equipment); Mess kit (equipment)
- **Words of Power** - Acid Burn (spell); Bleeding Wounds (spell); Boost (spell); Cold Snap (spell); Cramp (spell); Decipher (spell); Distant (spell); Echo (spell); Flame Jet (spell); Force Block (spell); Lengthy (spell); Lift (spell); Sense Magic (spell); Soothing Touch (spell); Spark (spell)

## Captain Laurel Stormborn – Abilities & Gear

### Combat Expertise +/-3 **Feat**

You can increase your defense at the expense of your accuracy.

**Prerequisite:** Int 13.

**Benefit:** You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

### Eschew Materials **Feat**

You can cast many spells without needing to utilize minor material components.

**Benefit:** You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

### 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 Feint **Feat**

You are skilled at fooling your opponents in combat.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You can make a Bluff check to feint in combat as a move action.

**Normal:** Feinting in combat is a standard action.

**Appears In:** Not New Paths Option: Use Scaling Feats

### Opening Volley **Feat**

Your ranged assault leaves your foe disoriented and vulnerable to your melee attack.

**Benefit:** Whenever you deal damage with a ranged attack, you gain a +4 circumstance bonus on the next melee attack roll you make against the opponent. This attack must occur before the end of your next turn.

**Appears In:** Ultimate Combat

### 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.

### Skill Focus (Acrobatics) **Feat**

Choose a skill. You are particularly adept at that skill.

**Benefit:** You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

**Appears In:** Not Consolidated Skills

### Sly Draw **Feat**

You can draw your weapon with such speed and finesse that your opponents don't realize they're threatened.

**Prerequisite:** Quick Draw.

**Benefit:** When you draw a light weapon, you may make a Sleight of Hand check instead of a Bluff check to feint in combat. Other feats and abilities that affect a feint still apply to your feint.

**Appears In:** Adventurer's Armory

### Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

## Captain Laurel Stormborn – Abilities & Gear

### **Sailor (Razor Coast, Perception) Trait**

Born with an innate love of the sea, you gain a +1 trait bonus on Perception and Profession (sailor). In addition, one of these skills (your choice) is always a class skill for you.

**Appears In:** Razor Coast, FGG Pathfinder Content

### **Totem Tattoo Trait**

You bear a tattoo depicting one of the totems of the Three (Whale, Turtle, Dolphin). You gain a +1 trait bonus on Will saving throws. The totem tattoo is not a magical tattoo and does not take up an item slot on the body.

**Appears In:** Razor Coast, FGG Pathfinder Content

### **Elf Blood Racial Ability (Half-Elf)**

Half-elves count as both elves and humans for any effect related to race.

### **Elven Immunities Racial Ability (Half-Elf)**

+2 racial bonus on saving throws against enchantment spells and effects.

### **Elven Immunities - Sleep Unknown**

You are immune to magic sleep effects.

### **Low-Light Vision Racial Ability, Senses**

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### **Charmer (1/day) (Ex) Class Ability (Investigator, Rogue)**

Once per day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

**Appears In:** Advanced Player's Guide

### **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) (Ex) 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 20×2. 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.

### **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.

### **Evasion (Ex) Class Ability (Rogue)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

## Captain Laurel Stormborn – 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 +5 (Highway Pistol) (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.

### Out for Blood (Ex)

### Class Ability (Gunslinger, Swashbuckler)

While this dare is active, your critical threat range with firearms (for gunslingers) or light or one-handed piercing melee weapons (for swashbucklers) increases by 1 (20/x4 becomes 19-20/x4, 19-20/x2 becomes 18-20/x2, and so on). This effect does not stack with similar effects that modify a weapon's critical threat range.

Dares are similar to deeds in that they grant a gunslinger or a swashbuckler extra abilities based on either grit or panache, but unlike deeds, dares become active when a member of these classes runs out of her respective pool, and become inactive until the character regains points of their respective pool. They grant the character a benefit and a new ability to regain or increase the ability to regain either grit or panache.

A dare can be taken in place of one of the bonus feats a gunslinger or a swashbuckler gains at 4th level and every 4 levels thereafter. A gunslinger or a swashbuckler can choose to have multiple dares, but can only pick one to be active each time she reaches 0 grit or panache points. Once chosen, the active dare cannot be changed until the gunslinger or swashbuckler reaches 0 grit or panache points again.

**Appears In:** Advanced Class Guide

### Sneak Attack +2d6

### Class Ability (Rogue)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

### Stormborn

### Class Ability (Sorcerer)

You trace your heritage to fierce and proud spirits of storm and sky, and living lightning sings in your veins.

**Bloodline Arcana:** Whenever you cast a spell with the electricity or sonic descriptor, increase the save DC by 1.

**Bloodline Powers:** Your mastery of the storm is reflected in the unique panoply of powers you manifest.

**Appears In:** Advanced Player's Guide

### Thunderstaff (Shock 1 rds, 7/day) (Sp) Class Ability (Sorcerer)

At 1st level, you can touch a weapon as a standard action, giving it the shock property for a number of rounds equal to 1/2 your sorcerer level (minimum 1). At 9th level, you can confer the shocking burst property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

## Captain Laurel Stormborn, Sorcerer 2 – Spells

### Daze Sorcerer 0

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, M (a pinch of wool or similar substance)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One humanoid creature of 4 HD or less  
**Duration:** 1 round  
**Save:** DC 14 Will negates  
**Resistance:** Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

### Detect Magic Sorcerer 0

**School:** Divination  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 60 ft.  
**Area:** Cone-shaped emanation  
**Duration:** Concentration, up to 1 min./level (D)  
**Save:** None  
**Resistance:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of magical auras.

*2nd Round:* Number of different magical auras and the power of the most potent aura.

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

*Aura Strength:* An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

*Lingering Aura:* A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

#### Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds  
 Moderate - 1d6 minutes  
 Strong - 1d6 x 10 minutes  
 Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

*Detect magic* can be made permanent with a *permanency* spell.

### Ghost Sound Sorcerer 0

**School:** Illusion (Figment)  
**Components:** V, S, M (a bit of wool or a small lump of wax)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** Illusory sounds  
**Duration:** 1 round/level (D)  
**Save:** DC 14 Will disbelief  
**Resistance:** No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

### Mage Hand Sorcerer 0

**School:** Transmutation  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One nonmagical, unattended object weighing up to 5 lbs.  
**Duration:** Concentration  
**Save:** None  
**Resistance:** No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

### Read Magic Sorcerer 0

**School:** Divination  
**Components:** V, S, F (a clear crystal or mineral prism)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

### **Affect Normal Fog**

### **Sorcerer 1**

**School:** Transmutation

**Components:** V, S, M (a tiny candle), F (small horn)

**Casting Time:** 1 action

**Range:** Medium (100 + 10 ft./level)

**Area:** 50 cubic feet per level

**Duration:** 10 minutes/level

**Save:** None

**Resistance:** No

This spell allows a caster to manipulate a normal fogbank. The fog can be made into a thick, obscuring mass of watery vapors, limiting normal sight to 5 feet. The spell can alternately be used to thin away an existing fogbank to allow for easier sight and clear navigation. Only normal, naturally occurring fog can be affected; any magically created fog is not subject to this spell.

**Appears in:** Deadmans Chest, FGG Pathfinder Content

### **Comprehend Languages**

### **Sorcerer 1**

**School:** Divination

**Components:** V, S, M/DF (pinch of soot and salt)

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

## Captain Laurel Stormborn – Abilities & Gear

### Trap Sense +1 (Ex) Class Ability (Rogue)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

### Trapfinding +1 Class Ability (Rogue)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

### Bane (Water Elementals) (Pistol of the Watery Grave) Weapon Power

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

#### Construction

**Requirements:** Craft Magic Arms and Armor, *summon monster I*; **Cost** +1 Bonus

### Armor of insults (1/day) Armor

Each metal bit of this suit of +1 *studded leather* looks more like a tiny sneering face than a simple stud. Once per day the wearer of the armor may command the mouths to unleash a torrent of verbal abuse directed against every hostile creature within 60 feet who can see and hear the wearer. Each such creature must make a DC 16 Will saving throw to avoid suffering an overwhelming compulsion to attack the wearer for the next 7 rounds. If the creature is unable to attack the wearer on its next turn, or attacking the wearer would put the creature at risk (moving through a threatened square, charging into a pit, and so on) it can act normally that turn. This is a mind-affecting sonic effect, and has no effect on creatures that do not use a spoken language.

#### Construction

**Requirements:** Craft Magic Arms and Armor, *confusion*; **Cost** 7,675 gp

**Appears In:** Advanced Player's Guide, Ultimate Equipment

### Ring of protection +2 Ring

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

#### Construction

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

### Belt of incredible dexterity +4 Wondrous Item (Belt)

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

#### Construction

**Requirements:** Craft Wondrous Item, *cat's grace*; **Cost** 8,000 gp

### Bottled yeti fur Wondrous Item

This small opaque flask releases a thick stream of coarse white fur when opened. This fur creeps up the user's arm and across her entire body until she is completely covered in a tangled pelt. While coated with this fur she gains cold resistance 5, a +2 natural armor bonus to AC, and a +4 competence bonus on Stealth checks in areas of ice and snow. This fur sheds from her body after 24 hours, or can be removed early by soaking it in alcohol. The flask is expended after one use.

#### Construction

**Requirements:** Craft Wondrous Item, *barkskin*, *resist energy*; **Cost** 400 gp

**Appears In:** Ultimate Equipment

### Cloak of elvenkind Wondrous Item (Shoulders)

These cloaks of famed elven design are enhanced to reflect the wearer's surroundings, aiding him in blending in with any terrain. When this plain gray cloak is worn with the hood drawn up around the head, the wearer gains a +5 competence bonus on Stealth checks.

#### Construction

**Requirements:** Craft Wondrous Item, *invisibility*, creator must be an elf; **Cost** 1,250 gp

## Captain Laurel Stormborn – Abilities & Gear

### Combat Expertise +/-3 **Feat**

You can increase your defense at the expense of your accuracy.

**Prerequisite:** Int 13.

**Benefit:** You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

### Eschew Materials **Feat**

You can cast many spells without needing to utilize minor material components.

**Benefit:** You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

### 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 Feint **Feat**

You are skilled at fooling your opponents in combat.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You can make a Bluff check to feint in combat as a move action.

**Normal:** Feinting in combat is a standard action.

**Appears In:** Not New Paths Option: Use Scaling Feats

### Opening Volley **Feat**

Your ranged assault leaves your foe disoriented and vulnerable to your melee attack.

**Benefit:** Whenever you deal damage with a ranged attack, you gain a +4 circumstance bonus on the next melee attack roll you make against the opponent. This attack must occur before the end of your next turn.

**Appears In:** Ultimate Combat

### 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.

### Skill Focus (Acrobatics) **Feat**

Choose a skill. You are particularly adept at that skill.

**Benefit:** You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

**Appears In:** Not Consolidated Skills

### Sly Draw **Feat**

You can draw your weapon with such speed and finesse that your opponents don't realize they're threatened.

**Prerequisite:** Quick Draw.

**Benefit:** When you draw a light weapon, you may make a Sleight of Hand check instead of a Bluff check to feint in combat. Other feats and abilities that affect a feint still apply to your feint.

**Appears In:** Adventurer's Armory

### Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

## Captain Laurel Stormborn – Abilities & Gear

### Sailor (Razor Coast, Perception) Trait

Born with an innate love of the sea, you gain a +1 trait bonus on Perception and Profession (sailor). In addition, one of these skills (your choice) is always a class skill for you.

**Appears In:** Razor Coast, FGG Pathfinder Content

### Totem Tattoo Trait

You bear a tattoo depicting one of the totems of the Three (Whale, Turtle, Dolphin). You gain a +1 trait bonus on Will saving throws. The totem tattoo is not a magical tattoo and does not take up an item slot on the body.

**Appears In:** Razor Coast, FGG Pathfinder Content

### Elf Blood Racial Ability (Half-Elf)

Half-elves count as both elves and humans for any effect related to race.

### Elven Immunities Racial Ability (Half-Elf)

+2 racial bonus on saving throws against enchantment spells and effects.

### Elven Immunities - Sleep Unknown

You are immune to magic sleep effects.

### Low-Light Vision Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Charmer (1/day) (Ex) Class Ability (Investigator, Rogue)

Once per day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

**Appears In:** Advanced Player's Guide

### 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) (Ex) 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 20×2. 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.

### 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.

### Evasion (Ex) Class Ability (Rogue)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

## Captain Laurel Stormborn – 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 +5 (Highway Pistol) (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.

### Out for Blood (Ex)

### Class Ability (Gunslinger, Swashbuckler)

While this dare is active, your critical threat range with firearms (for gunslingers) or light or one-handed piercing melee weapons (for swashbucklers) increases by 1 (20/x4 becomes 19-20/x4, 19-20/x2 becomes 18-20/x2, and so on). This effect does not stack with similar effects that modify a weapon's critical threat range.

Dares are similar to deeds in that they grant a gunslinger or a swashbuckler extra abilities based on either grit or panache, but unlike deeds, dares become active when a member of these classes runs out of her respective pool, and become inactive until the character regains points of their respective pool. They grant the character a benefit and a new ability to regain or increase the ability to regain either grit or panache.

A dare can be taken in place of one of the bonus feats a gunslinger or a swashbuckler gains at 4th level and every 4 levels thereafter. A gunslinger or a swashbuckler can choose to have multiple dares, but can only pick one to be active each time she reaches 0 grit or panache points. Once chosen, the active dare cannot be changed until the gunslinger or swashbuckler reaches 0 grit or panache points again.

**Appears In:** Advanced Class Guide

### Sneak Attack +2d6

### Class Ability (Rogue)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

### Stormborn

### Class Ability (Sorcerer)

You trace your heritage to fierce and proud spirits of storm and sky, and living lightning sings in your veins.

**Bloodline Arcana:** Whenever you cast a spell with the electricity or sonic descriptor, increase the save DC by 1.

**Bloodline Powers:** Your mastery of the storm is reflected in the unique panoply of powers you manifest.

**Appears In:** Advanced Player's Guide

### Thunderstaff (Shock 1 rds, 7/day) (Sp) Class Ability (Sorcerer)

At 1st level, you can touch a weapon as a standard action, giving it the shock property for a number of rounds equal to 1/2 your sorcerer level (minimum 1). At 9th level, you can confer the shocking burst property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

## Captain Laurel Stormborn – Abilities & Gear

### Trap Sense +1 (Ex) Class Ability (Rogue)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

### Trapfinding +1 Class Ability (Rogue)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

### Bane (Water Elementals) (Pistol of the Watery Grave) Weapon Power

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

#### Construction

**Requirements:** Craft Magic Arms and Armor, *summon monster I*; **Cost** +1 Bonus

### Armor of insults (1/day) Armor

Each metal bit of this suit of +1 *studded leather* looks more like a tiny sneering face than a simple stud. Once per day the wearer of the armor may command the mouths to unleash a torrent of verbal abuse directed against every hostile creature within 60 feet who can see and hear the wearer. Each such creature must make a DC 16 Will saving throw to avoid suffering an overwhelming compulsion to attack the wearer for the next 7 rounds. If the creature is unable to attack the wearer on its next turn, or attacking the wearer would put the creature at risk (moving through a threatened square, charging into a pit, and so on) it can act normally that turn. This is a mind-affecting sonic effect, and has no effect on creatures that do not use a spoken language.

#### Construction

**Requirements:** Craft Magic Arms and Armor, *confusion*; **Cost** 7,675 gp

**Appears In:** Advanced Player's Guide, Ultimate Equipment

### Ring of protection +2 Ring

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

#### Construction

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

### Belt of incredible dexterity +4 Wondrous Item (Belt)

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

#### Construction

**Requirements:** Craft Wondrous Item, *cat's grace*; **Cost** 8,000 gp

### Bottled yeti fur Wondrous Item

This small opaque flask releases a thick stream of coarse white fur when opened. This fur creeps up the user's arm and across her entire body until she is completely covered in a tangled pelt. While coated with this fur she gains cold resistance 5, a +2 natural armor bonus to AC, and a +4 competence bonus on Stealth checks in areas of ice and snow. This fur sheds from her body after 24 hours, or can be removed early by soaking it in alcohol. The flask is expended after one use.

#### Construction

**Requirements:** Craft Wondrous Item, *barkskin*, *resist energy*; **Cost** 400 gp

**Appears In:** Ultimate Equipment

### Cloak of elvenkind Wondrous Item (Shoulders)

These cloaks of famed elven design are enhanced to reflect the wearer's surroundings, aiding him in blending in with any terrain. When this plain gray cloak is worn with the hood drawn up around the head, the wearer gains a +5 competence bonus on Stealth checks.

#### Construction

**Requirements:** Craft Wondrous Item, *invisibility*, creator must be an elf; **Cost** 1,250 gp

## Captain Laurel Stormborn, Sorcerer 2 – Spells

### Daze Sorcerer 0

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, M (a pinch of wool or similar substance)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One humanoid creature of 4 HD or less  
**Duration:** 1 round  
**Save:** DC 14 Will negates  
**Resistance:** Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

### Detect Magic Sorcerer 0

**School:** Divination  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 60 ft.  
**Area:** Cone-shaped emanation  
**Duration:** Concentration, up to 1 min./level (D)  
**Save:** None  
**Resistance:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of magical auras.

*2nd Round:* Number of different magical auras and the power of the most potent aura.

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

*Aura Strength:* An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

*Lingering Aura:* A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

#### Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds  
 Moderate - 1d6 minutes  
 Strong - 1d6 x 10 minutes  
 Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

*Detect magic* can be made permanent with a *permanency* spell.

### Ghost Sound Sorcerer 0

**School:** Illusion (Figment)  
**Components:** V, S, M (a bit of wool or a small lump of wax)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** Illusory sounds  
**Duration:** 1 round/level (D)  
**Save:** DC 14 Will disbelief  
**Resistance:** No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

### Mage Hand Sorcerer 0

**School:** Transmutation  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One nonmagical, unattended object weighing up to 5 lbs.  
**Duration:** Concentration  
**Save:** None  
**Resistance:** No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

### Read Magic Sorcerer 0

**School:** Divination  
**Components:** V, S, F (a clear crystal or mineral prism)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

### **Affect Normal Fog**

### **Sorcerer 1**

**School:** Transmutation

**Components:** V, S, M (a tiny candle), F (small horn)

**Casting Time:** 1 action

**Range:** Medium (100 + 10 ft./level)

**Area:** 50 cubic feet per level

**Duration:** 10 minutes/level

**Save:** None

**Resistance:** No

This spell allows a caster to manipulate a normal fogbank. The fog can be made into a thick, obscuring mass of watery vapors, limiting normal sight to 5 feet. The spell can alternately be used to thin away an existing fogbank to allow for easier sight and clear navigation. Only normal, naturally occurring fog can be affected; any magically created fog is not subject to this spell.

**Appears in:** Deadmans Chest, FGG Pathfinder Content

### **Comprehend Languages**

### **Sorcerer 1**

**School:** Divination

**Components:** V, S, M/DF (pinch of soot and salt)

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.