

Zephyr

Sylph Gunslinger lvl 5

Alter: 72 Haarfarbe: weiß Augenfarbe: blau Hautfarbe: bleich mit blauen Tattoos

Stärke	9	-1	LP				32	Geschwindigkeit	Base	Bonus
Geschick	18	4						35 feet (11m)=	30	5
Konstitution	10	0						Fertigkeiten		
Intelligenz	12	1						Attribut Ränge Misc		
Weisheit	16	3								
Charisma	12	1	Initiative				6			
Rüstung Schild Geschick Natur Item Zauber										
RK	18	10	4		4					
Berührung		Falscher Fuß								
Klasse Attribut Misc Zauber										
Härte	4	=	4		0					
Reflex	8	=	4		+4					
Willen	4	=	1		+3					
GAB	5									
KMB	(GAB + STR)									
KMV	(GAB + STR + GES + 10)									
Rüstung										
RK GES BE										
GMC	4		6		full					
Waffen										
Pistol										
</										

Feats -Like the Wind: +5 foot Base Speed -Whispering Wind: +4 Stealth -Darkvision: 60 feet -Gunsmith: -Nimble: +1 Dodge Bonus -Pistol Training: Dex Bonus on Dmg, Misfire: +2 instead of +4 -Rapid Reload -Crossbow Mastery: Reload as free action -Point-Blank-Shot: +1 Attack, +1 Dmg within 30 feet -Rapid Shot: + 1 Attack per round -Breeze-Kissed: +2AC vs ranged non-magical. Sacrifice once per day for bull rush or trip over 30 feet	Inventory Glamered Mithril Shirt(3.800) Armor: 4, Max Dex:6, Penalty:0 ,10 lbs. Bag of Holding(2.500) Holds: 250 lbs.,30 cubic ft ;15 lbs. 2x Dust of Dryness (850) 3x Elixir of Hiding (250) Horse light (combat trained)(110) Gunsmiths Kit (15) 30x Bullets (1) 3x Oil of Silence (250) 2x Powder Horn(3) Hold: 10 Doses, 3 lbs. 390
Deeds -Up Close and Deadly Cost: 1 Grit Effect: +2d6 Dmg on Hit +1d6 Dmg on Miss -Gunslingers Dodge Cost: 1 Grit Requirement: Target of Ranged Attack Effect: Make 5-foot-step und gain +2AC or drop prone and gain +4 AC -Quick Clear Requirement: Have 1 Grit Effect: Remove misfire-induced broken condition as standard action or spend 1 Grit and remove as move-equivalent action -Gunslingers Initiative Requirement: Have 1 Grit Effect: +2 on Initiative -Utility Shot Requirement: Have 1 Grit Effect: -Blast Lock: (Simple:10,Average:15,Good:20, Superior:30,Arcane:+10), Hit:Open, Miss:Diff+10(Jam) -Scoot Unattended Object:(Tiny:5,Diminutive:7, Fine:11), Hit:No Dmg, Move 15 feet, Miss: Dmg -Stop Bleeding: Optionally with Attack	