SCRAPS!

1 gunslinger	bushwacker/musket master	goblin	chaotic good	rogue	
level/class	archetype	race	alignment	favored class	

ability score total / mod — **armor class** total

STR strength	8	-1	HP hit points	12 / 12	AC armor class	17	MOVE movement rate	30	LIGHT encumberance	20
DEX dexterity	19	+4	INIT initiative	+6	TOUCH armor class	15	AGE young adult	5	MED encumberance	40
CON constitution	14	+2	EXP experience	0	FLAT-FOOTED armor class	13	HEIGHT short for race	2' 8"	HEAVY encumberance	60
INT intelligence	8	0	FORT fortitude	+4 +2 +2	CMB combat maneuver	-1	WEIGHT thin for race	27	LIFT overhead	60
WIS wisdom	14	+3	REF reflex	+6 +2 +4	CMD maneuver defense	+13	GEAR carried weight	14.5	LIFT off the ground	120
CHA charisma	12	1	WILL willpower	+2 +0 +2	SP RES spell resistance	-	TOTAL if carried	41.5	DRAG push or drag	300

FEATS & FEATURES

darkvision 60'
big ears +4 perception
trembling grit 1 pts
deadeye touch ac beyond 1st increment
gunslinger's dodge mv 5', +2 ac or prone for +4
quick clear std action to remove broken condition
gunsmith make or repair firearms
rapid reload (muskets) stmd action to reload
brigand +100 gold, +1 bluff, diplomacy, int, sense
   motive vs bandits, thieves
reactionary +2 initiative

LANGUAGES

common, goblin

weapons & attacks — range — attack — damage — crit

	range	attack	damage	crit
mw musket	40'	+7	1d10	x4
dagger		0	1d3-1	19-20

SKILLS

armor penalty: 0

		total	ranks	class	ability	misc
acrobatics	dex	4		-	4	
appraise	int	0			-1	
bluff	cha	1		-	1	
climb	str	-1		-	-1	
craft alchemy	int	4	1	3	-1	
craft firearms	int	4	1	3	-1	
diplomacy	cha	1			1	
disguise	cha	1			1	
escape artist	dex	4			4	
heal	wis	2		-	2	
intimidate	cha	1		-	1	
linguistics	int	1	1	-	-1	
perception	wis	10	1	3	2	4
ride	dex	8		-	4	4
sense motive	wis	2		-	2	
stealth	dex	8		-	4	4
survival	wis	2		-	2	
swim	str	-1		-	-1	

GEAR

Item	lbs.
Powder horn: 14 doses powder & bullets	
Bandolier: 7 paper cartridges	
Musket & Gunsmith kit	5.5 lb
Leather armor	7.5 lb
Dagger	0.5 lb
Backpack, belt pouch	1 lb
Bell, Candle, Chalk, Charcoal, Tindertwig	
Fishhook, Flint and Steel, Parchment,	
Sewing Needle, Signal Whistle, Sling	
43gp 72sp 4cp	
donkey, harness, bit/bridle, saddle bags	
bedroll, an iron pot, a mess kit, 50' rope,	
torches (10), trail rations (5 days),	
waterskin and 2 waterproof sacks.	