

Ancestry: Human; Ethnicity: Varisian; Heritage: Versatile Heritage; Ancestry feat: General Training (Fleet)

Background: Fortune Teller (Feat: Oddity Identification); Home region: Mana Wastes; Languages: Ancient Osiriani, (Common), (Osiriani); Organizations: Pathfinder Society

Factions & Society: PFS Number: 14034; Character number: 2033; Factions: Horizon Hunters; Pathfinder training: Spells; Regional Language: Osiriani

Profile: Hero Name: 2033 Mad Eye Travis Zee; Player Name: Scott David Gray; Alignment: Chaotic Neutral; Deity: God Calling; Gender: Male; Age: 26; Hair: Black; Eyes: Marble Gray; Skin: Warm Beige; Height: 68; Weight: 156

My Classes: Gunslinger

Gunslinger: Gunslinger's Way: Way of the Pistolero; Gunslinger Feat: Blast Lock

Wealth & Experience: Starting Wealth: 15 GP

Ability Scores: Str 12 (1), Dex 18 (1ABC), Con 12 (1), Int 10, Wis 10, Cha 16 (1AB)

Skills Trained: Bonus Trained: Pathfinder Society lore; Way of the Pistolero: Intimidation; Fortune Teller: Fortune-Telling Lore, Occultism; Spells: Herbalism Lore; Gunslinger: Acrobatics, Deception, Diplomacy

Feats: Toughness

Adventuring Gear: Clothing ordinary (0.1), Backpack (0.1), Basic Crafter's Book [backpack] (0.1), Firearm Cleaning Kit [backpack] (0.1), Formula Book [backpack] (1), Repair Kit [backpack] (2), 1 platinum 1 gold 4 silver (11.4)

Weapons: Dagger (0.2) [Hand]

Armor:

Magic & Alchemical items:

02: Class Feat: Thaumaturge Dedication (Implement Weapon: +1 Piercing Wind; Thaumaturge Skill Trained: Arcana); Skill Feat: Intimidating Glare; Buy: +1 Piercing Wind (50), 100 rounds (1), Leather Armor (2).

03: General Feat: Diehard; Skill Increase: Intimidation Expert

04: Class Feat: Basic Thaumaturgy: Scroll Thaumaturgy; Skill Feat: Additional lore: Fortune-Telling Lore Buy: Striking Rune for Piercing Wind (65), Level 1 scroll of True Strike (4), 6 Level 1 scrolls of Heal (24), Level 2 scroll of Darkvision (12), Level 2 scroll of Glitterdust (12), level 2 scroll of Heal (12), Pearly White Spindle Aeon Stone (60).

05: Str +2 (14), Dex +1 (19), Con +2 (14), Cha +2 (18); Ancestry feat: Clever Improviser; School Feat: Assurance Acrobatics; Skill Increase: Acrobatics Expert Buy: +1 potency rune for armor (160)

06: Class Feat: Implement Initiate; Skill Feat: Terrifying Resistance

07: General feat: Prescient Planner; Skill Increase: Intimidation Master

08: Class Feat: Running Reload; Skill Feat: Cat Fall

09: Ancestry feat: Multitalented: Psychic Dedication (Charisma, Conscious Mind: The Infinite Eye; Psychic Cantrip: Guidance; Skill Trained: Crafting); Skill Increase: Crafting Expert

10: Class Feat: Trick Shot; Str +2 (16), Dex +1 (20), Con +2 (16), Cha +1 (19); Skill Feat Intimidating prowess; retrain Intimidating Glare to Quick Repair

11: General Feat: Prescient Consumable; Skill Increase: Crafting Master

12: Class Feat: Advanced Thaumaturgy: Scroll Esoterica; Skill Feat: Inventor

13: Ancestry feat: Bounce Back; Skill Increase: Acrobatics Master

14: Class Feat: Ricochet Shot; Skill Feat: Kip Up

15: Dex +1 (21), Con +2 (18), Int +2 (12), Cha +1 (20); Language: Undercommon; General Feat: Aerobatics Mastery; Skill Increase: Intimidation Legendary; Skill Trained Performance

16: Class Feat: Ricochet Master; Skill Feat: Scare to Death

17: Ancestry feat: Sense Allies; Skill Increase: Crafting Legendary

18: Class Feat: Unerring Shot; Skill Feat: Craft Anything

19: General Feat: True Perception; Skill Increase: Acrobatics Legendary

20: Str +2 (18), Dex +1 (22), Int +2 (14), Wis +2 (12); Language: Vudrani; Class Feat: Ricochet Legend; Skill Feat: Battle Cry; Skill Trained Athletics