

## Cui Xue [Tsway Shweh] / The Red Fox

Male kitsune gunslinger (musket master) 1, Liberty's Edge faction - CR 1/2

Chaotic Good Humanoid (Kitsune, Shapechanger); Deity: Kofusachi; Age: 18; Height: 5' 7"; Weight: 145 lb.; Eyes: Brown; Hair: Black; Skin: Tan

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+3 =	+2	+1				
<b>REFLEX</b> (DEXTERITY)	+5 =	+2	+3				
<b>WILL</b> (WISDOM)	+2 =		+1		+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 13 =			+3					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	10				

CM Bonus	BAB	Strength	Dexterity	Size
+2 =	+1	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
15 = 10	+1	+1	+3	-

<b>Base Attack</b>	+1	<b>HP</b>	11
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Initiative	Damage / Current HP
+5	

<b>Speed</b>	30 ft
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### Alchemical cartridge (entangling shot)

Main hand: -2, Crit: N/A  
 Main w/ offhand: -8, Ammo  
 Main w/ light off: -6,  
 Offhand: -10,

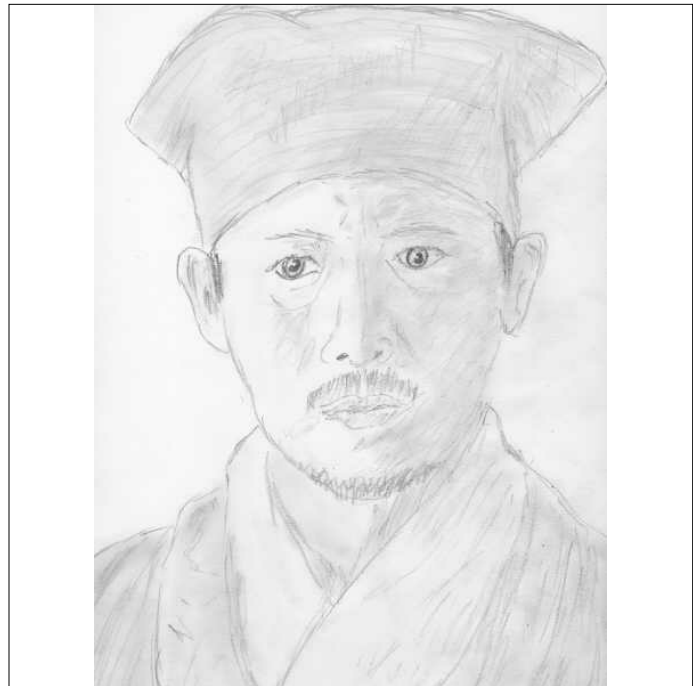
### Alchemical cartridge (flare)

Main hand: -2, Crit: N/A  
 Main w/ offhand: -8, Ammo  
 Main w/ light off: -6,  
 Offhand: -10,

### Bite (Kitsune)

Main hand: -3, 1d4 Crit: x2  
 Light, B/P/S

## Character Number: 14034 - 52



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+9	DEX (3)	1	
<b>Appraise</b>	+2	INT (2)	-	
<b>Bluff</b>	+5	CHA (1)	1	
<b>Climb</b>	+1	STR (1)	-	
<b>Craft (alchemy)</b>	+6	INT (2)	1	
<b>Diplomacy</b>	+2	CHA (1)	1	
<b>Disguise</b>	+2	CHA (1)	1	
Realistic Likeness: +10 circumstance to fool others with impersonation				
<b>Escape Artist</b>	+4	DEX (3)	1	
<b>Fly</b>	+3	DEX (3)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+1	CHA (1)	-	
<b>Perception</b>	+1	WIS (1)	-	
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	+3	DEX (3)	-	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+1	STR (1)	-	
<b>Use Magic Device</b>	+2	CHA (1)	1	

### 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.

#### Exotic Weapon Proficiency (Two-Handed Firearms)

You make attack rolls with the weapon normally.

#### Gunsmithing

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

## Feats

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Rapid Reload (Musket)

You can reload fast with one type of Crossbow or Firearm.

### Realistic Likeness

Change shape can mimic individuals you've met, gain a +10 bonus to Disguise to impersonate.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

## Traits

### Indomitable Faith

+1 Will saves.

### Reactionary

+2 Initiative

## Black powder

Crit: N/A  
Ammo

## Broken Musket

Ranged: **+0, 1d12**

Crit: x4

Ranged, both hands: **+4, 1d12**

Rng: 40'

Ranged w/ offhand: **-6, 1d12**

2-hand, B/P

Ranged w/ light off: **-4, 1d12**

Ranged offhand: **-10, 1d12**

## Dagger

Main hand: **+2, 1d4+1**

Crit: 19-20/x2

Main w/ offhand: **-4, 1d4+1**

Rng: 10'

Main w/ light off: **-2, 1d4+1**

Light, P/S

Offhand: **-6, 1d4**

Ranged: **+4, 1d4+1**

Ranged w/ offhand: **-2, 1d4+1**

Ranged w/ light off: **+0, 1d4+1**

Ranged offhand: **-4, 1d4**

## Firearm bullet

Main hand: **-2,**

Crit: N/A  
Ammo

Main w/ offhand: **-8,**

Main w/ light off: **-6,**

Offhand: **-10,**

## Rapier

Main hand: **+2, 1d6+1**

Crit: 18-20/x2  
1-hand, P

Both hands: **+2, 1d6+1**

Main w/ offhand: **-4, 1d6+1**

Main w/ light off: **-2, 1d6+1**

Offhand: **-8, 1d6**

## Experience & Wealth

Experience Points: **0/3**

Current Cash: **You have no money!**

Liberty's Edge: **Fame: 0, PP: 0**

## Unarmed strike

Main hand: **+2, 1d3+1**

Crit: x2

**nonlethal**

Light, B, Nonlethal

Main w/ offhand: **-4, 1d3+1**

**nonlethal**

Main w/ light off: **-2, 1d3+1**

**nonlethal**

Offhand: **-6, 1d3 nonlethal**

## Gear

**Total Weight Carried: 34.6/130 lbs,**

**Encumbrance Ignored**

**(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Alchemical cartridge (entangling shot) <In: Bandolier (6 </td></tr>
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## Special Abilities

### Change Shape (Human) (Su)

A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack, but gains a +10

## Special Abilities

### 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: 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: Steady Aim (Ex)

At 1st level, as long as a musket master has at least 1 grit point, she can take a move-equivalent action to increase the accuracy of a two-handed firearm. When she does, she increases the range increment of the firearm she is firing by 10

### Dragon Empire Native

You come from the Dragon Empires in Golarion, and so your starting languages are Tien and Senzar instead of Common and Sylvan.

### Fast Shifter (Su)

You were born with an innate talent for switching between your natural forms. Using your racial change shape ability is a move action instead of a standard action. This racial trait replaces kitsune magic.

### 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

### 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.

## Tracked Resources

Alchemical cartridge (entangling shot)	<input type="checkbox"/>
Alchemical cartridge (flare)	<input type="checkbox"/>
Black powder	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Firearm bullet	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Grit Pool (1/day)	<input type="checkbox"/>

## Languages

Common	Senzar
Dtang	Tien

## Situational Modifiers

### Disguise

**Realistic Likeness:** +10 circumstance to fool others with impersonation

## Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Indomitable Faith (trait)
- **Advanced Race Guide** - Fast Shifter (alternate racial trait); Realistic Likeness (feat)
- **Advanced Race Guide / Bestiary 4 / Dragon Empires Gazetteer / Dragon Empires Primer / Inner Sea Races** - Kitsune (race)
- **Dragon Empires Gazetteer** - Dragon Empire Native (alternate racial trait)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Black powder (weapon); Musket (weapon); Firearm bullet (weapon); Powder horn (equipment)
- **Ultimate Combat** - Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat); Musket Master (archetype)
- **Ultimate Combat / Ultimate Equipment** - Alchemical cartridge (entangling shot) (weapon); Alchemical cartridge (flare) (weapon)
- **Ultimate Equipment** - Bandolier (equipment); Hat (equipment)

## Cui Xue [Tsway Shweh] / The Red Fox – Abilities & Gear

### 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.

**Modification for Pathfinder Society Play:** Gunsmithing does not grant the ability to craft firearms, ammunition, or black powder. Rather, it allows the purchase of bullets, pellets, black powder, and alchemical cartridges (with 1 rank in Craft [alchemy]) at the listed reduced price, but does not grant a discount on the purchase of any firearm. Resold items gained through this feat are worth half the actual cost paid, not half the regular market value for the item. No PC can purchase a gun without this feat, even if they possess the Amateur Gunslinger or Exotic Weapon Proficiency (firearm) feats.

**Appears In:** Ultimate Combat

### Rapid Reload (Musket)

#### Feat

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with.

You can reload such a weapon quickly.

**Prerequisite:** Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

**Benefit:** The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

**Normal:** A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

**Special:** You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

### Realistic Likeness

#### Feat

When you are in human form, you can take the shape of a specific individual.

**Prerequisite:** Kitsune.

**Benefit:** You can precisely mimic the physical features of any individual you have encountered. When you use your racial change shape ability, you can attempt to take the form of an individual, granting you a +10 circumstance bonus on Disguise checks made to fool others with your impersonation.

**Appears In:** Advanced Race Guide

### Indomitable Faith

#### Trait

You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.

**Appears In:** Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

### Reactionary

#### Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

**Appears In:** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Change Shape (Human) (Su)

#### Racial Ability (Kitsune)

A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that the kitsune does not adjust her ability scores.

### Dragon Empire Native

#### Unknown

You come from the Dragon Empires in Golarion, and so your starting languages are Tien and Senzar instead of Common and Sylvan.

**Appears In:** Dragon Empires Gazetteer

### Fast Shifter (Su)

#### Unknown

You were born with an innate talent for switching between your natural forms. Using your racial change shape ability is a move action instead of a standard action. This racial trait replaces kitsune magic.

**Appears In:** Advanced Race Guide

### 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.

**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: 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: Steady Aim (Ex)**      **Class Ability (Gunslinger)**

At 1st level, as long as a musket master has at least 1 grit point, she can take a move-equivalent action to increase the accuracy of a two-handed firearm. When she does, she increases the range increment of the firearm she is firing by 10 feet. This stacks with other abilities that increase her range increment. This deed replaces the gunslinger's dodge deed.

**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.