

**Name:** 崔薛 Cui Xue [Tsway Shweh] / The Red Fox **PFS #:** 14034-52

**Initiative:** +5

**AC:** 13 (Touch 13, FF 10)

**CMB:** +2

**CMD:** 15 (FF 12)

**Fort:** +3

**Reflex:** +5

**Will:** +2

**BAB:** +1 **Speed:** 30' **Languages:** Common, Dtang, Senzar, Tien **Performance Combat:** +2

**Skills:**

<b>Str:</b> +1	<b>Acrobatics:</b> +9	<b>Escape Artist:</b> +4	<b>Sense Motive:</b> +1 [untrained]
<b>Dex:</b> +3	<b>Appraise:</b> +2 [untrained]	<b>Fly:</b> +3 [untrained]	<b>Sleight of Hand:</b> - [Untrained]
<b>Con:</b> +1	<b>Bluff:</b> +5	<b>Heal:</b> +1 [untrained]	<b>Stealth:</b> +1 [untrained]
<b>Int:</b> +2	<b>Climb:</b> +1 [untrained]	<b>Intimidate:</b> +1 [untrained]	<b>Survival:</b> +1 [untrained]
<b>Wis:</b> +1	<b>Craft Alchemy:</b> +6	<b>Perception:</b> +1 [untrained]	<b>Swim:</b> -1 [untrained]
<b>Cha:</b> +1	<b>Diplomacy:</b> +2	<b>Ride:</b> +3 [untrained]	<b>Use Magic Device:</b> +2
	<b>Disguise:</b> +2 (+10 to fool others with impersonation)		

**Limited Use Items:**

**1 Alchemical Cartridge (Entangling Shot) O** +2 misfire, loads faster, DC 15 reflex or entangled 2d4 rounds

**1 Alchemical Cartridges (Flare) O** +2 misfire, loads faster, DC 15 for within 15' or dazzled for 1 round, or blinded for 1 round if struck (reduced to dazzled if save is made)

**4 Doses Black Powder OOOO**

**4 Bullets OOOO**

**Limited Use Abilities:**

**1 Reroll O** Per scenario

**1 Grit pool O** Each day regain 1 [Wisdom modifier] Grit, and by other means:

**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.

**Daring act:** At GM discretion, each time a gunslinger performs a daring act, s/he 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.

**HP:** 11

**Always on:**

Low Light Vision

**Immediate Action:****Free actions:**

**Deed: Deadeye:** 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.

**Swift actions:****Move actions:**

Change form between human and kitsune

**Deed: Steady Aim:** 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.

**Deed: Quick Clear:** As a move 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. Performing this deed costs 1 grit point to do it as a move action.

Reload musket with an Alchemical cartridge

**Standard:**

Reload musket with black powder and bullet

**Deed: Quick Clear:** 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.

**Bite (Kitsune): +2 1d6+1 B/P/S (20/x2)**

**Dagger: +2 / +4 melee / ranged, 1d4+1 (19-20/x2) 1d4+1 P/S, 10'**

**Rapier: +2 to hit 1d6+1 P (18-20/x2)**

**Musket: +4 to hit [against touch AC within 1<sup>st</sup> range increment 40'] 1d12 B/P (4x/20) misfore 1-2**

**Full round:**

**Bite (Kitsune) as secondary weapon: -3 1d6+1 B/P/S (20/x2)**