

Hero name: 崔薛 Cui Xue [Tsway Shweh] / The Red Fox; Player name: Scott David Gray; Pathfinder Society number: 14034-52

Favored Class: Gunslinger; Favored Bonus +1 Skill Point; Class: Gunslinger; Archetype: Musket Master; 150 Starting cash

Race: Kitsune Alignment: Chaotic Good; Deity: Kofusachi; Faction: Liberty's Edge; Alternate Racial traits: Dragon Empire Native, Fast Shifter; Languages: Common, Dtang

Ability Scores: 14/12 Str; 14/16 Dex; 12 Con; 14 Int; 12 Wis; 11/13 Cha

Skills: Skills Acrobatics +1, Bluff +1, Craft Alchemy +1, Diplomacy +1, Disguise +1, Escape Artist +1, Perception 0, Perform Act 0, Ride 0, Sense Motive 0, Sleight of Hand 0, Stealth 0, Survival 0, UMD +1

Feats: Realistic Likeness; Traits: Reactionary, Indomitable Faith

Weapons: Broken Musket (Free), Dagger (2), 4 x Firearm Bullet (3.6), Alchemical Cartridge Flare (9), Rapier (20), Alchemical Cartridge Entangling Shot (36), 4 x Black Powder (36)

Gear: Traveller's Outfit (Free), Hat (0.4), Bandolier (0.5), Flint and Steel (1), Grooming Kit (1), Holy Symbol Kofusachi (1), Shaving Kit (1.5), 3 x Belt Pouch (3), Explorer's Outfit (10), Silk Rope (10), Gunsmith's Kit (15)

Gender: Male; Age 18; Height: 67", Weight: 145; Hair: Black, Eyes: Brown, Skin: Tan

Level 2: Vigilante (Wildsoul) 1; Specialization Avenger, Dual Identity True Neutral, Talent Social grace Diplomacy, Natural Course Falconing; Skills Acrobatics +2, Bluff +2, Craft Alchemy +2, Diplomacy +2, Disguise +2, Escape Artist +2, Perception 0, Perform Act 0, Ride 0, Sense Motive 0, Sleight of Hand +1, Stealth +1, Survival 0, UMD 1

Level 3: Brawler (Exemplar) 1; Skills Acrobatics +3, Bluff +3, Craft Alchemy +3, Diplomacy +3, Disguise +3, Escape Artist +3, Perception 0, Perform Act 0, Ride 0, Sense Motive 0, Sleight of Hand 1, Stealth 1, Survival 0, UMD 1; Feat Combat reflexes

Level 4: Swashbuckler (Inspired Blade, Noble Fencer) 1; +1 Dexterity; Skills Acrobatics +4, Bluff +4, Craft Alchemy +4, Diplomacy +4, Disguise +4, Escape Artist +4, Perception 0, Perform Act 0, Ride 0, Sense Motive 0, Sleight of Hand 1, Stealth 1, Survival 0, UMD 1; Feat Combat reflexes

Level 5: Gunslinger (Musket Master) 2; Favored Bonus +1 Skill Point; Skills Acrobatics +5, Bluff +5, Craft Alchemy +5, Diplomacy +5, Disguise +5, Escape Artist +5, Perception 0, Perform Act +1, Ride 0, Sense Motive 0, Sleight of Hand 1, Stealth 1, Survival 0, UMD 1; Feat Fox Shape

Level 6: Swashbuckler (Inspired Blade, Noble Fencer) 2; Skills Acrobatics +6, Bluff +6, Craft Alchemy +6, Diplomacy +6, Disguise +6, Escape Artist +6, Perception 0, Perform Act 1, Ride 0, Sense Motive 0, Sleight of Hand 1, Stealth 1, Survival 0, UMD 1

Level 7: Gunslinger (Musket Master) 3; Favored Bonus +1 Skill Point; Skills Acrobatics +7, Bluff +7, Craft Alchemy +7, Diplomacy +7, Disguise +7, Escape Artist +7, Perception 0, Perform Act 1, Ride 0, Sense Motive 0, Sleight of Hand 1, Stealth 1, Survival +1, UMD 1; Feat Swift Kitsune Shapechanger

Level 8: Swashbuckler (Inspired Blade, Noble Fencer) 3; +1 Dexterity; Skills Acrobatics +8, Bluff +8, Craft Alchemy +8, Diplomacy +8, Disguise +8, Escape Artist +8, Perception 0, Perform Act 1, Ride 0, Sense Motive 0, Sleight of Hand 1, Stealth 1, Survival 1, UMD 1

Level 9: Gunslinger (Musket Master) 4; Favored Bonus +1 Skill Point; Bonus Dare Frantically Nimble; Skills Acrobatics +9, Bluff +9, Craft Alchemy +9, Diplomacy +9, Disguise +9, Escape Artist +9, Perception 0, Perform Act 1, Ride 0, Sense Motive +1, Sleight of Hand 1, Stealth 1, Survival 1, UMD 1; Feat Quick Draw

Level 10: Swashbuckler (Inspired Blade, Noble Fencer) 4; Bonus Dare Desperate Evasion; Skills Acrobatics +10, Bluff +10, Craft Alchemy +10, Diplomacy +10, Disguise +10, Escape Artist +10, Perception 0, Perform Act 1, Ride 0, Sense Motive 1, Sleight of Hand 1, Stealth 1, Survival 1, UMD 1

Level 11: Gunslinger (Musket Master) 5; Favored Bonus +1 Skill Point; Skills Acrobatics +11, Bluff +11, Craft Alchemy +11, Diplomacy +11, Disguise +11, Escape Artist +11, Perception 0, Perform Act 1, Ride +1, Sense Motive 1, Sleight of Hand 1, Stealth 1, Survival 1, UMD 1; Feat Vulpine Pounce

Level 12: Gunslinger (Musket Master) 6; +1 Dexterity; Social Grace Diplomacy; Skills Acrobatics +12, Bluff +12, Craft Alchemy +12, Diplomacy +12, Disguise +12, Escape Artist +12, Perception +1, Perform Act 1, Ride 1, Sense Motive 1, Sleight of Hand 1, Stealth 1, Survival 1, UMD 1

Disguise Kit 50, Sleeves of Many Garments 200, Wayfinder 250

Wand CLW 750, +1/2/3 Cloak of Resistance 1000/3000/5000

+1/2/3 Mithral Buckler 1005, 1000/3000/5000. +1/2/3 Mithral Chain Shirt 1100/1000/3000/5000

Hat of Disguise 1800, Handy Haversack 2000, +1/2 Ring of Protection 2000/6000

+1 Amulet of Natural Armor 2000, +1/Reliable/Lucky Double Barreled Musket 2800/2000/6000/10000

+1/Fate-stealing Adamantine Rapier 3020/2000/6000, +2/4 Belt of Incredible Dexterity 4000/12000

+2 Headband of Vast Intelligence/Mental Prowess Int Cha (Perform Act, Draconic) 4000/6000

Blouse of the Boastful Bastard 8000

Winged Boots 16000