

Runihura: Tiefling, S12 D16(18) C12 I14(16) W14 C7(5), Favored Class Wizard, Traits Killer (Combat) and Magical Knack Wizard (Magic), Languages Abyssal Common Draconic Infernal Orc

Level 1: Gunslinger 1 Archetype Pistolero; Feat Weapon Finesse; Deeds, Grit, Gunsmith

Level 2 Wizard 1 Arcane School Transmutation (Opposition Enchantment and Necromancy), Arcane Bond Familiar female cat named Issa, Physical Enhancement +1 Dex (19), Spells (all 0 but Enchantment and Necromancy, six level 1 spells; Abundant Ammunition, Ant Haul, Expeditious Retreat, Protection from Evil, Shield, True Strike), Cantrips, Spell Focus Transmutation

Level 3: Rogue 1; Feat Arcane Strike; Trapfinding, Sneak Attack +1d6

Level 4: Dex +1 (20), Rogue 2; Rogue Talent Fast Stealth, Evasion

Level 5: Wizard 2 Spells (+2 level 1 spells Break, Mount); Feat Point Blank Shot

Level 6: Wizard 3 Spells (+2 level 2 spells Scorching Ray, Stabilize Powder)

Level 7: Rogue 3; Feat Arcane Armor Training; Trap Sense +1, Sneak Attack +2d6

Level 8: Dex +1 (21), Arcane Trickster 1; Ranged Legerdemain

Level 9: Arcane Trickster 2; Feat Precise Shot; Sneak Attack +3d6

Level 10: Arcane Trickster 3; Impromptu Sneak Attack 1x/day

Level 11: Arcane Trickster 4; Feat Extra Grit; Sneak Attack +4d6

Level 12: Dex +1 (22), Arcane Trickster 5; Tricky Spells 3x/day

	G7	W6	R11	R11	W6	W6	R11	AT7	AT7	AT7	AT7	AT7
Acrob	+1	1	+2	+3	+4	4	+5	+6	+7	+8	+9	+10
Appra	+1	1	1	1	1	1	1	1	1	1	1	1
Climb	+1	1	+2	+3	3	3	+4	4	+5	5	5	5
Disab	0	0	++2	++4	+5	+6	+7	+8	+9	+10	+11	+12
Escap	0	0	+1	+2	2	+3	+4	4	4	4	4	+5
Intim	+1	1	1	1	1	1	1	1	1	1	1	1
KnowA	0	+1	1	1	+2	+3	+4	4	4	+5	5	5
KnowL	0	0	+1	1	1	1	1	1	1	1	1	1
KnowP	0	0	+1	1	1	1	1	1	1	1	1	1
KnowR	0	0	+1	1	1	1	1	1	1	1	1	1
Perce	+1	1	1	+2	2	+3	+4	+5	+6	+7	++9	+10
Ride	0	+1	1	1	1	1	1	1	1	1	1	1
Sleig	+1	1	+2	+3	+4	+5	++7	+8	+9	+10	+11	+12
Spell	0	+1	+2	++4	+5	5	+6	+7	7	+8	+9	+10
Steal	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12
Survi	0	+1	1	+2	2	2	+3	+4	+5	5	5	5
Swim	0	+1	1	1	1	1	1	1	1	1	1	1
BAB	+1	1	1	+2	+3	3	+4	4	+5	5	+6	6
Fort	++2	2	2	2	2	+3	+4	4	+5	5	5	+6
Ref	++2	2	++4	+5	5	+6	6	+7	7	+8	8	+9
Will	0	++2	2	2	+3	3	+4	+5	5	+6	6	+7
HP	11	+16	+22	+28	+33	+38	+44	+49	+54	+59	+64	+69
Cantr	0	+++3	3	3	+4	4	4	4	4	4	4	4
Lvl 1	0	++1/2	1/2	1/2	+1/3	1/3	1/3	+1/4	1/4	1/4	+1/5	1/5
Lvl 2	0	0	0	0	0	++1/2	1/2	+1/3	1/3	+1/4	1/4	1/4
Lvl 3	0	0	0	0	0	0	0	0	++1/2	+1/3	1/3	+1/4
Lvl 4	0	0	0	0	0	0	0	0	0	0	+1/1	+1/2

Handy Haversack (2000, 13 Fame); Rapier (20), *Upgrade Rapier Masterwork (300 [320]), Pepperbox (3000); *Upgrade Pepperbox to Masterwork (300 [3300]); *Upgrade Masterwork Pepperbox to +1 Holy (17700 [21000], 36 Fame); Burrowing Bullet (1722, 13 Fame, lvl 9); *Upgrade +1 Holy Pepperbox to +1 Holy Conductive Pepperbox (14000 [35000], 45 Fame) [25042/39042 = 14000]

Leather Armor (10), *Upgrade Leather Armor +1 (1000 [1010]); Amulet Natural Armor +1 (2000); Ring of Protection +1 (2000) *Upgrade Leather Armor +2 (3000 [4010], 18 Fame; *Upgrade Leather Armor +3 (5000 [9010], 27 Fame); *Upgrade Amulet Natural Armor +2 (6000 [8000], 22 Fame); *Upgrade Ring of Protection +2 (6000 [8000], 22 Fame); *Upgrade Leather Armor +4 (7000 [16010], 31 Fame) [19010/32010 = 13000]

Headband of Inspired Wisdom +2 (4000, 4 Fame); *Upgrade Headband of Inspired Wisdom +4 (12000 [16000], 31 Fame) [0/16000 = 16000]

Scrolls of Jury-Rig, Longshot, Vanish (75, lvl 2); Scrolls of Darkness, Invisibility, Owl's Wisdom, Web (500, 4 Fame, lvl 6); Scrolls of Communal Darkvision, Fly, Haste, Keen Edge, Versatile Weapon (1875, 4 Fame, lvl 9); Scrolls of Black Tentacles, Mnemonic Enhancer, Named Bullet, Wall of Fire (2800, 9 Fame, lvl 11) [5200] [2450/5250 = 2800]

Wand of True Strike (750, lvl 2); Wand of Cure Light Wounds (750); 2 Potions of Cure Serious Wounds (1500); Wand of Abundant Ammunition (750)

Thieves Guild Vanity (4 PA, level 3)

Cloak Resistance +1 (9 PA); *Upgrade Cloak Resistance +2 (9 PA [18]); *Upgrade Cloak Resistance +3 (9 PA [27]); *Upgrade Cloak Resistance +4 (4 PA [31]); *Upgrade Cloak Resistance +5 (9 PA [40])