

Six-Shot Sidney

Male ghoulish gunslinger 4 (Ghoul +2) - CL6 - CR 5
 Chaotic Evil Undead; Atheist; Age: 45; Height: 6'; Weight: 150lb.; Eyes: Milky; Hair: Greasy; Skin: Pallid

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	-	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+4	+2			
	Channel Resistance: +2 bonus vs. channeled energy						
REFLEX (DEXTERITY)	+8	=	+4	+4			
	Channel Resistance: +2 bonus vs. channeled energy						
WILL (WISDOM)	+5	=	+4	+1			
	Channel Resistance: +2 bonus vs. channeled energy						

Immunity to Ability Drain	Immunity to Nonlethal Damage
Immunity to Bleeds	Immunity to Paralysis
Immunity to Death Effects	Immunity to Physical Ability Damage
Immunity to Disease	Immunity to Poison
Immunity to Energy Drain	Immunity to Sleep
Immunity to Exhausted	Immunity to Stunning
Immunity to Fatigue	Undead Traits
Immunity to Mind-Affecting effects	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=	+4		+3		+2	+1	
Touch AC 14								
Flat-Footed AC 16								
CM Bonus +7	=	+5	+2	-	-			
CM Defense 22	=	10	+5	+2	+4	-		
Base Attack +5								
Initiative +6								
Speed 30 / 20 ft								

Bite (Ghoul)

Main hand: +4, 1d6+1 plus disease Crit: x2
 Light, B/P/S

Claw x2 (Ghoul)

Main hand: +4, 1d6+1 Crit: x2
 Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (4)	3	
	Speed greater/less than 30 ft. : -4 to jump			
Appraise	+1	INT (1)	-	
Bluff	+8	CHA (2)	3	
Climb	+4	STR (2)	2	
Diplomacy	+4	CHA (2)	2	
Disguise	+7	CHA (2)	2	
Escape Artist	+2	DEX (4)	1	
Fly	+1	DEX (4)	-	
Heal	+1	WIS (1)	-	
Intimidate	+8	CHA (2)	3	
Perception	+7	WIS (1)	3	
Ride	+1	DEX (4)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+7	DEX (4)	3	
Stealth	+7	DEX (4)	3	
Survival	+7	WIS (1)	3	
Swim	+4	STR (2)	2	

Feats

Armor Proficiency (Light)
 Deadly Aim -2/+4
 Exotic Weapon Proficiency (Firearms)
 Gunsmithing
 Martial Weapon Proficiency - All
 Point-Blank Shot
 Simple Weapon Proficiency - All
 Weapon Finesse
 Weapon Focus (Pepperbox)

Special Abilities

Channel Resistance +2
 Darkvision (60 feet)

The Ram's Head Pepperbox

Ranged: **+11, 1d8**

Ranged, both hands: **+11, 1d8**

Crit: **x4**
Rng: 20'
1-hand, B/P

Leather Duster

+4

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Gear

Total Weight Carried: 70/200 lbs, Medium Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Alchemical cartridge (dragon's breath) <In: The Ram's	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Explorer's outfit (Free)	-
Firearm bullet x30 <In: The Ram's Head	0.0167 lbs
Flint and steel	-
Gunsmith's kit	2 lbs
Leather Duster	20 lbs
Mess kit	1 lb
Money	-
Pot	4 lbs
Powder horn (empty)	1 lb
Rope	10 lbs
The Ram's Head Pepperbox	5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Deed: Deadeye (Ex)
 Deed: Gunslinger Initiative (Ex)
 Deed: Gunslinger's Dodge (+2 AC) (Ex)
 Deed: Pistol-Whip (Ex)
 Deed: Quick Clear (Ex)
 Deed: Utility Shot (Ex)
 Disease (DC 13) (Su)
 Grit (Ex)
 Paralysis (1d4+1elves are immune, DC 13, DC 13)

Tracked Resources

Alchemical cartridge (dragon's breath)	<input type="checkbox"/>
Firearm bullet	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Grit Pool (1/day)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Varisian

Experience & Wealth

Experience Points: **0/35000**
 Current Cash: **You have no money!**
 Reputation: **Fame: 8, PP: 8, 100 miles.**

Background

An assassin from the alleys of Absalom, rendered undead by the Carrion Hill Ghoul Plague. Wields a weapon rare on Golarion: a pepperbox pistol. The ability to shoot (and maintain) such a weapon allowed Sidney to command a high price for his services.

After he tried and failed to assassinate a guard-captain (and known Pathfinder) of Absalom, the network of Varisian Pathfinder Guilds placed a bounty on his head. Sidney sensed that he would never be able to shake the heat while he stayed in Varisia, and therefore took up mercenary work in the Shackles.

While there, he was employed by Captain Arron Ivy as the head of his personal bodyguards and enforcers on the now-doomed Infernus.

Arron Ivy's last orders to his enforcers were to protect the Stockade while, "I [Arron] still move." Unfortunately, Arron Ivy's botched suicide attempt meant that Sidney and his team has been guarding the stockade for over a decade.