

## Balnor

Player: Jordan

LN Male automaton deputy gunslinger/investigator 1 - CL1

Deity: **Brigh**; Height: 5' 9"; Weight: 420 lb.

Speed: 20 ft., Languages: Aquan, Common, Dwarven, Elven, Utopian

Hit Points	Hero Points
17	3
16	2

Str	Dex	Con	Int	Wis	Cha	
+1	+4	+1	+3	+1	+0	12 Str 18 Dex 12 Con 16 Int 12 Wis 10 Cha

**PERCEPTION** +15<sub>E\*</sub> = +14<sub>Base</sub> +1<sub>Wis</sub> +0<sub>Misc</sub>

**FORTITUDE** +15<sub>E</sub> = +14<sub>Base</sub> +1<sub>Con</sub> +0<sub>Misc</sub>

**REFLEX** +20<sub>E</sub> = +14<sub>Base</sub> +4<sub>Dex</sub> +2<sub>Misc</sub>

**WILL** +15<sub>E</sub> = +14<sub>Base</sub> +1<sub>Wis</sub> +0<sub>Misc</sub>

**AC** 23<sub>T</sub> = +13<sub>Base</sub> +4<sub>Dex</sub> +6<sub>Misc</sub>

### Defenses

**Perception** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead

**Perception** (Trap Finder): +1 circumstance bonus to find traps

**All Saves** (Trap Finder): +1 circumstance bonus vs. traps

**All Armor Classes** (Trap Finder): +1 circumstance bonus vs. traps

### Chassis (Trained)

AC: +4, Max Dex: -, Armor Check: -2, Speed: -5

Traits: comfort

### Unarmored defense (Trained)

AC: +0, Max Dex: -, Armor Check: -, Speed: -

### Activated Abilities & Adjustments

One Shot, One Kill (1d6)

### Jezail (Trained,Expert)

Ranged (90 ft.) : +18/+8/-2 (1d8+2 P +1d6 P/Prec +1d6 P/Prec, Crit 1d8+2 1d12+2 x2 +1d12 P)

Traits: fatal d12, concussive

### Shortsword (Trained)

Melee: +7/+3/-1 (1d6+2 P, Crit x2)

Traits: versatile S, agile, finesse

### Special Abilities

#### Automaton Aim

You reduce the penalties for firing into the second or third range increment with a ranged attack.

#### Automaton Core

You don't have normal construct immunities, are healed by positive energy, and aren't destroyed at 0 HP.

#### Clue In (1/10 minutes)

Another creature attempts check to investigate, grant them your Pursue a Lead bonus.

#### Constructed Body

You don't sleep, eat, or drink, but must enter a standby state for 2 hours every day.



### Skills

<input type="checkbox"/>	<b>+5<sub>T</sub></b> <b>Acrobatics</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+3<sub>U*</sub></b> <b>Arcana</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+2<sub>T</sub></b> <b>Athletics</b> <sub>Str</sub>
<input type="checkbox"/>	<b>+6<sub>T*</sub></b> <b>Crafting</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+0<sub>U*</sub></b> <b>Deception</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+3<sub>T*</sub></b> <b>Diplomacy</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+6<sub>T*</sub></b> <b>Hunting Lore</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+3<sub>T*</sub></b> <b>Intimidation</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+1<sub>U*</sub></b> <b>Medicine</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+4<sub>T*</sub></b> <b>Nature</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+6<sub>T*</sub></b> <b>Occultism</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+0<sub>U*</sub></b> <b>Performance</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+4<sub>T*</sub></b> <b>Religion</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+6<sub>T*</sub></b> <b>Society</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub></b> <b>Stealth</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+4<sub>T*</sub></b> <b>Survival</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b> <b>Thievery</b> <sub>Dex</sub>

### Skill Modifiers

**Arcana** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead

**Crafting** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead

### Weapon Proficiencies

**Trained:** Advanced Firearms and Crossbows, Advanced Firearms and Crossbows, All Simple Weapons, All Martial Weapons, All Unarmed Attacks

**Expert:** Simple Firearms and Crossbows, Martial Firearms and Crossbows; Simple Firearms and Crossbows, Martial Firearms and Crossbows

### Armor Proficiencies

**Trained:** All Light Armor, All Medium Armor

## Skill Modifiers

**Deception** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Diplomacy** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Hunting Lore** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Intimidation** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Medicine** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Nature** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Occultism** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Performance** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Religion** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Society** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Society** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Survival** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead  
**Survival** (Pursue a Lead): +1 circumstance bonus when using Pursue a Lead

## Special Abilities

### Covered Reload

1 act: Either Take Cover or attempt to Hide, then Interact to reload.

### Devise a Stratagem (1/round)

Choose a creature and roll d20: Striking them this rnd with agile/finesse weapon uses this roll but with Int mod for attack.

### Empiricism

Trained in one Int-based skill of choice, gain That's Odd feat, Expeditious Inspection action.

### Expeditious Inspection (1/10 minutes)

Free action, Recall Knowledge, Seek, or Sense Motive.

### Low-Light Vision

See in dim light as if it were normal light.

### Methodology

Your studies are focused on one particular area.

### One Shot, One Kill (1d6)

Free: Interact to draw firearm or crossbow. On first turn, first Strike with that weapon deals additional precision damage.

### Pursue a Lead (1/10 minutes)

Study potential clue, designating subject of clue as target of investigation.

### Strategic Strike (1d6)

On Strike with Int due to Devising a Stratagem, deal extra precision damage.

## Feats

### Reinforced Chassis [Ancestry Feats Selection]

Your chassis is medium armor in the plate armor group.

### Cover Fire (1/round) [Class Feats Selection]

1 act: Ranged Strike forces target to either duck away for a bonus to AC or have you gain a +1 circ bonus to the attack roll.

### Trap Finder [Class Feats Selection]

+1 circ bonus to AC and saves vs. traps. +1 Perception to find traps, and if you are trained in Stealth, you always check even if you're not searching. Disable traps as though Master in Thievery (Legendary if already Master).

### Experienced Tracker

Track while moving at full Speed by taking a -5 penalty.

### That's Odd

Automatically notice one non-obvious thing out of the ordinary when enter a new location, but does not apply to creatures.

## Tracked Resources

Clue In (1/10 minutes)   
Cover Fire (1/round)   
Devise a Stratagem (1/round)   
Expeditious Inspection (1/10 minutes)   
Pursue a Lead (1/10 minutes)   
Rounds   
Torch

## Gear (Encum: 6 bulk, Over: 11 bulk)

### Total Bulk Carried: 3.15, Unencumbered

Backpack L  
Bag of holding I <Holds: 6 @ 0 blk> 1

## Experience & Wealth

Career Experience Points: 0 (0/0 to 2nd)

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

## Gear

Chalk x10 -  
Chassis -  
Everburning torch x6 <In: Bag of holding I> 0.6  
Flint and steel -  
Hat of disguise -  
Jezail 1.35  
Money -  
Rope (foot) x50 L  
Shortsword L  
Torch x5 0.5

## Balnor – Abilities & Gear

### Cover Fire (1/round)

(Class, Class Feats Selection, Feat, Gunslinger)

**Traits:** Gunslinger

**[1 action]**

**Frequency** once per round

**Requirements** You're wielding a loaded firearm or crossbow

You lay down suppressive fire to protect allies by forcing foes to take cover from your wild attacks. Make a firearm or crossbow Strike; the target must decide before you roll your attack whether it will duck out of the way. If the target ducks, it gains a +2 circumstance bonus to AC against your attack, or a +4 circumstance bonus to AC if it has cover. It also takes a -2 circumstance penalty to ranged attack rolls until the end of its next turn. If the target chooses not to duck, you gain a +1 circumstance bonus to your attack roll for that Strike.

**Appears In:** Guns & Gears

### Experienced Tracker

(Background Selection, Feat)

**Traits:** General, Skill

**Prerequisites** trained in Survival

Tracking is second nature to you, and when necessary you can follow a trail without pause. You can Track while moving at full Speed by taking a -5 penalty to your Survival check. If you're a master in Survival, you don't take the -5 penalty. If you're legendary in Survival, you no longer need to roll a new Survival check every hour when tracking, though you still need to roll whenever there are significant changes in the trail.

### That's Odd

(Feat, Methodology)

**Traits:** Investigator

When you enter a new location, such as a room or corridor, you immediately notice one thing out of the ordinary. The GM determines what it is, or whether there's nothing reasonable to pick up, skipping obvious clues that can be easily noticed without a check or specifically looking for them. You learn only that an area or object is suspicious, but not why it's suspicious. For example, if you entered a study with a large bloodstain on the ground, the bloodstain is so obviously suspicious it's evident to you already, so the GM might note that there's something suspicious about the desk drawer instead. You would then need to investigate the drawer further to find out what specifically is out of the ordinary. That's Odd doesn't reveal whether creatures are suspicious.

You don't typically get any benefit when you leave and come back to a place, though if a major change has happened there and time has passed, the GM might determine that you do.

**Appears In:** Advanced Player's Guide

### Trap Finder

(Class, Class Feats Selection, Feat, Investigator)

**Traits:** Investigator

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

**Appears In:** Advanced Player's Guide

### Automaton Aim

(Ancestry Heritage Selection)

**[1 action]**

You steady your body and observe the events of the battlefield to maximize the range of your next shot. You reduce the penalty for firing into your weapon's second range increment from -2 to 0 for the next ranged attack you make this turn. You can use this action a second time in the same turn to reduce the penalty from firing into your weapon's third range increment from -4 to 0 for the next ranged attack you make this turn.

**Appears In:** Guns & Gears

### Automaton Core

(Automaton, Race)

Your body contains an *automaton core* infused with planar quintessence that grants you power to perform various tasks and houses your soul and life energy. This life energy flows through you much like the blood of humanoids. As a result, you are a living creature. You don't have the typical construct immunities, can be affected by effects that target a living creature, and can recover Hit Points normally via positive energy. Additionally, you are not destroyed when reduced to 0 Hit Points. Instead, your life energy attempts to keep you active even in dire straits; you are knocked out and begin dying when reduced to 0 Hit Points ( *Core Rulebook* 459).

**Appears In:** Guns & Gears

### Clue In (1/10 minutes)

(Class, Investigator)

**Traits:** Concentrate, Investigator

**[reaction]**

**Frequency** once per 10 minutes

**Trigger** Another creature attempts a check to investigate a lead you're pursuing.

You share information with the triggering creature. They gain a circumstance bonus to their check equal to your circumstance bonus to checks investigating your subject from Pursue a Lead. The GM can add any relevant traits to this reaction depending on the situation, such as auditory and linguistic if you're conveying information verbally.

**Appears In:** Advanced Player's Guide

### Constructed Body

(Automaton, Race)

Your physiological needs are different than those of living creatures. You don't need to eat or drink. You don't need to sleep, but you still need a daily period of rest. During this period of rest, you must enter a recuperating standby state for 2 hours, which is similar to sleeping except you are aware of your surroundings and don't take penalties for being unconscious. Much like with sleeping, if you go too long without entering your standby state, you become fatigued and can't recover until you enter standby for 2 hours.

**Appears In:** Guns & Gears

### Covered Reload

(Gunslinger's Way)

**Traits:** Gunslinger

**[1 action]**

You duck into a safe position or minimize your profile while reloading to make your next attack. Either Take Cover or attempt to Hide, then Interact to reload. As normal, you must meet the requirements to Take Cover or Hide; you must be prone, benefiting from cover, or near a feature that allows you to Take Cover, and you need to be benefiting from cover or concealed to a creature to Hide from that creature.

**Appears In:** Guns & Gears

## Balnor – Abilities & Gear

### Devise a Stratagem (1/round) (Class, Investigator)

**Traits:** Concentrate, Fortune, Investigator

**[1 action]**

**Frequency** once per round

You assess a foe's weaknesses in combat and use them to formulate a plan of attack against your enemy. Choose a creature you can see and roll a d20. If you Strike the chosen creature later this round, you must use the result of the roll you made to Devise a Stratagem for your Strike's attack roll instead of rolling. You make this substitution only for the first Strike you make against the creature this round, not any subsequent attacks.

When you make this substitution, you can also add your Intelligence modifier to your attack roll instead of your Strength or Dexterity modifier, provided your Strike uses an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon (which must be agile or finesse if it's a melee weapon with the thrown trait), or a sap.

If you're aware that the creature you choose is the subject of a lead you're pursuing, you can use this ability as a free action.

**Appears In:** Advanced Player's Guide

### Empiricism (Methodology)

Everything comes down to data. Calculating statistics, running numbers, and using inductive reasoning allows you to determine the most likely outcome of any scenario, and anything out of place draws your keen attention.

You are trained in one Intelligence-based skill of your choice. You gain the That's Odd investigator feat (page 60), and you gain the Expeditious Inspection free action.

**Appears In:** Advanced Player's Guide

### Expeditious Inspection (1/10 minutes) (Methodology)

**Traits:** Investigator

**[free]**

**Frequency** once per 10 minutes

You observe and assess your surroundings with great speed. You Recall Knowledge, Seek, or Sense Motive.

**Appears In:** Advanced Player's Guide

### Low-Light Vision (Automaton, Race)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

### Methodology (Class, Investigator)

Your studies have made you savvy in many areas, but one in particular drew your intense interest. Choose a methodology.

**Appears In:** Advanced Player's Guide

### One Shot, One Kill (1d6) (Gunslinger's Way)

**Traits:** Gunslinger

**[free]**

**Trigger** You roll Stealth for initiative

Your first shot is the deadliest. Interact to draw a firearm or crossbow. On your first turn, your first Strike with that weapon deals an additional 1d6 precision damage. This precision damage increases to 2d6 at 9th level and 3d6 at 15th level.

**Appears In:** Guns & Gears

### Pursue a Lead (1/10 minutes) (Class, Investigator)

**Traits:** Concentrate, Exploration, Investigator

**Frequency** once per 10 minutes

You spend 1 minute examining the details of one potential clue, designating the subject related to that clue as the target of your active investigation. This subject is typically a single creature, item, or small location (such as a room or corridor), but the GM might allow a different scope for your investigation. You don't need to know the identity, purpose, or nature of the subject, but you do need to be aware of its existence. For instance, finding a footprint is enough to investigate the creature that left it, and seeing a hasty sketch of an item or location can be enough to start your investigation of that subject.

Whenever you attempt a Perception or skill check to investigate a designated subject, you gain a +1 circumstance bonus to the check. The exact checks this applies to depend on the actions you use to investigate and are determined by the GM, but checks to investigate are typically Perception checks or skill checks that use Intelligence, Wisdom, or Charisma.

You can maintain two active investigations at a time. If you Pursue another Lead after that, the subject must be different from any of your current investigations (or rather, they must be different as far as you know), and you give up on a current subject of your choice. Once you've given up pursuit of a subject, you can't Pursue that Lead again until after the next time you make your daily preparations.

**Appears In:** Advanced Player's Guide

### Strategic Strike (1d6) (Class, Investigator)

When you strike carefully and with forethought, you deal a telling blow. When making a Strike that adds your Intelligence modifier on your attack roll due to Devising a Stratagem, you deal an additional 1d6 precision damage.

As your investigator level increases, so too does the deadliness of your strategic strike. Increase the number of dice by one at 5th, 9th, 13th, and 17th levels.

**Appears In:** Advanced Player's Guide

## Weapon Traits

### Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

### Concussive

These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

### Fatal d12

The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.

### Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

## Weapon Traits

### Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

### Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

### Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

## Gear

### Bag of holding I

**Traits:** Conjunction, Extradimensional, Magical  
[1 action]

Though it appears to be a cloth sack decorated with panels of richly colored silk or stylish embroidery, a *bag of holding* opens into an extradimensional space larger than its outside dimensions. The Bulk held inside the bag doesn't change the Bulk of the *bag of holding* itself. The amount of Bulk the bag's extradimensional space can hold depends on its type.

You can Interact with the *bag of holding* to put items in or remove them just like a mundane sack. Though the bag can hold a great amount of material, an object still needs to be able to fit through the opening of the sack to be stored inside.

If the bag is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it's turned inside out, the items inside spill out unharmed, but the bag must be put right before it can be used again. A living creature placed inside the bag has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against a DC of 13. An item inside the bag provides no benefits unless it's retrieved first. An item in the bag can't be detected by magic that detects only things on the same plane.

#### Type I

This version has a Capacity of 25 bulk.

### Everburning torch

**Traits:** Evocation, Light, Magical

An *everburning torch* is one of the most common applications of permanent magic. This torch sheds light constantly, requiring no oxygen and generating no heat. The flame can be covered or hidden, but can't be smothered or quenched.

### Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

## Gear

### Hat of disguise

**Traits:** Illusion, Invested, Magical

This ordinary-looking hat allows you to cloak yourself in illusions.

**Activate** 1 minute (Interact); **Frequency** once per day; **Effect** The hat casts a 1st-level *illusory disguise* spell on you. While setting up the disguise, you can magically alter the hat to appear as a comb, ribbon, helm, or other piece of headwear.

### Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.