

CATHERINE BLACK

1 gun tank human lawful good paladin pharasma kellid, linnorm kings

level/class		race		alignment		favored class		diety		ethnicity				
ability	score	total	mod			armor class		total						
STR	14	+2	HP	hit points	10 / 10		AC	armor class	17	MOVE	30	LIGHT	58	
DEX	16	+3	INIT	initiative	+5		TOUCH	armor class	14	AGE	26	MED	116	
CON	10	+0	EXP	experience	0		FLAT-FOOTED	armor class	13	HEIGHT	5-10"	HEAVY	176	
INT	10	+0	FORT	fortitude	+2	+2	+0	CMB	combat maneuver	+3	WEIGHT	120	LIFT	176
WIS	14	+2	REF	reflex	+5	+2	+3	CMD	maneuver defense	16	GEAR	?	LIFT	352
CHA	14	+2	WILL	willpower	+2	+0	+2	SP RES	spell resistance	-	TOTAL	?	DRAG	880

weapons & attacks	attack	damage	range	crit
rapier	+1	1d6+2	-	18-20
kukri	+1	1d4+2	-	18-20
pistol	+4	1d8	20'	x4

SKILLS		armor penalty				
		total	ranks	class	ability	misc
acrobatics	dex	1		-	3	-2
appraise	int	0			0	
bluff	cha	2		-	2	
climb	str	0		-	2	
craft: alchemy	int	4	1	3	0	
craft: ammunition	int	4	1	3	0	
craft: firearms	int	4	1	3	0	
diplomacy	cha	2				
intimidate	cha	2				
knowledge: nobility	dex	-				
knowledge: religion	int	-				
knowledge: local	int	5	1			
linguistics	cha	0				2
perception	wis	6	1	3	2	
ride	dex	3		-	3	
sense motive	wis	2			2	
stealth	dex	-1			3	-2
survival	wis	2		-	2	
swim	str	0		-	2	-2
spellcraft	int	-			0	

Catherine is a mercenary at the time that the game begins, but will switch over to paladin at 2nd level and take all paladin levels from there. This isn't really my preference, but after spending quite some time on the internet, this appears to be the only way to make an effective musketeer paladin. In the end, she is going to mount a bayonette on her pistol and fight two weapons with a rapier.

The Devil in Grey

The snows of 4698 saw the town of Chastel overrun, not only with those monsters who run on four legs, but those that run on two as well. Bandits roamed the countryside by day while a beast hunted the citizenry by night. Ten were lost before the sheriff sent a letter to the Council and another fifteen before they replied.

At first they sent soldiers and it certainly could be said that they were successful as the banditry and murder stopped immediately. Of course, there was then the trouble with the soldiers, as their billet was placed upon the populace and there is little entertainment on the border of the Shudderwood, but they were eventually withdrawn, nearly a year later, in time for the snows.

The following winter was particularly brutal, as even the returned bandits sought shelter from the beast. Twice as many were lost before even the solstice, and the Council acted swiftly. Great heroes came from as far away as Qudira, chasing a bounty grown more than two thousand peices of gold. The new year passed

much as the last, yet ended mercifully short as June saw the bottoms of the barrels of ale and the grilling of the last, fat calf. Each returned to their home with a wealth of fur, for by the time they left, not a single wolf lived between in Chastel.

The turn of the century was free of both murder and banditry despite the unclaimed reward. A festival was held and the season's wheat dedicated to the warriors of foreign lands. Relieved of their fear, the citizens resumed their lives with an explosion of new planting, new sowing, and new births.

The better to feed the Devil upon his return. Frantic, the Council took the only remaining path. You fight a Devil with Beasts...and so arrived Les Bêtes en Noir.

4701 began well for the citizenry for Les Bêtes pay well for that what they take. Resistance began with the bandits however, once finally driven to ground. The farrier claimed it his right to dress and shoe the fillies just as the Marquis claimed his right to farrow their

land. The grocer sought to pick their cherries and the shepherd to bring home their milk. Topping it off was the Mayor, styling himself the "Spire Wolf" Fancing himself a man of the ladies, he was wont to brag on how Pharasma's was not the only steeple in Chastel.

Not even Les Bêtes will touch The Lady's Home but much conversation went in to what makes a steeple and in the end it was decided that it needed height, a sharp end and a hanging bell.

Les Bêtes us Noir returned to the Shudderwood the following year, leaving behind a wealth of treasures. The wolves were slowly returning, driving away the spiders from the depths. In town, the trees hung low with a dark, ripe fruit and beside the steeple there sat a seatless chair, for His Honor, the Mayor. Beneath the chair there was a steeple, perfect in every regard save height. Standing five inches above the seat, it still showed off His Honor's fine steeple while providing ample room below for the bells to ring the quarter hour in the balltower.

Les Bêtes en Noir, Anton, Ulric and Catherine
The Hunt for the Devil in Grey, Chastel, 4701



FEATS & FEATURES
grit, deadeye, guntanks resolve, quick clear
gunsmithing
point blank shot
two-weapon fighting
never stop shooting
chance savior

FEATS & ABILITIES

ARCHETYPES: You have selected the following Archetypes: - Gun Tank (Gunslinger)

GRIT: A gunslinger makes her mark upon the world with daring deeds. Grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains 2 grit points. A gunslinger spends grit to accomplish deeds [PFUC 10]. (PFUC 9 - 10).

Deadeye (Ex): You can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Costs 1 grit point per range increment beyond the first. Still take –2 penalty on attack rolls for each range increment beyond the first. (PFUC 10).

Gun Tank's Resolve (Ex): You can shrug off the most serious of attacks. When you are wearing medium or heavy armor and are subject to a critical hit or sneak attack, you can spend 1 grit point as an immediate action to attempt to negate the critical hit or sneak attack damage. You have a 25% chance of doing so. Your resolve does not stack with the fortification armor special ability.

You may use this ability even after the armor of fortification has failed to negate the critical hit or sneak attack damage. (PFUC 50).

Quick Clear (Ex): As a standard action, you can remove the broken condition from a single firearm you are wielding, as long as that condition was gained by a firearm misfire. You must have at least 1 grit point to perform this deed. Or spends 1 grit point to perform a quick clear as a move-equivalent action instead of a standard action

GUNSMITHING: You can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms. You can take time during a rest period to restore a broken firearm with this feat.

POINT-BLANK SHOT: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 ft.

TWO-WEAPON FIGHTING: Your penalties on attack rolls for fighting with two weapons are reduced. The

penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

NEVER STOP SHOOTING (Combat): Even when the chips are down, you keep on shooting. If your hit point total drops to 0 or lower but you are not dead, you may act as if disabled rather than dying (as if you possessed the Diehard feat). However, you can use your actions only to draw a firearm, reload a firearm, or attack with a firearm. If you have the Diehard feat, this trait also allows you to substitute your Wisdom score for your Constitution score for the purpose of determining the negative hp total at which you die.

CHANCE SAVIOR: Your ability to think quickly on your feet has stayed with you, and you quite often feel that you're in the right place at the right time. You gain a +2 trait bonus on Initiative checks.

PISTOL: The single-shot pistol is one of the most common firearms, although in most campaigns it is still rare enough to be an object of envy or curiosity to most. A pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition. [Weapon 1 (PFUC)]



Prof. Petros Lorrimer, Morcei, 4705

Catherine met Professor Lorrimer in Morcei, a town far closer to the Shudderwood than any scholar should ever be. Les Bêtes un Noir found the professor barricaded in a cabin alone. The bodies of his ulfen guards lay scattered in a two mile radius, already set out for display before the howls had even closed in on his hideaway.

By the time the beasts got around to dealing with the good professor, Les Bêtes had filled the basement of the cabin with three barrels of black powder. They say that black wolf fur fell from the sky like down even in far Caliphas that night. The again, those that believe the tale probably even believe it was wolf fur.



Who are Les Bêtes un Noir?

Ultimately, the Beasts in Black are mercenaries. Yet in practice they work for the Palatine Council. Fearing far more violence than what resulted, the Palatine's purchased a 99 year contract from the Beasts in the year 4670 upon their founding, retaining today another 88 years before fulfillment. Despite individual oaths to Pharasma amongst its members, the company is not an arm of the church and they church is not consulted regarding these oaths. They are not required to remain in Ulastav and the Palatine's can only recall them once their current contract is complete. This leaves it in the best interest of the Palatines that the Beasts stay busy, albeit transforming as little as possible.

The Beasts accept only widows, widowers or orphans into their ranks. Such a small recruitment pool could pose difficult in any nation other than Ustalav where feeling openings is easy. Recruits undergo a three month training period, deliberately greuling to drive out those still too young. Washouts are non-existent as any child desperate enough to join the Beasts has no other path upon which to turn. Both the rural, and wild sections of Ulastav are deadly enough for adults. In their innocence, children are especially prized as victims, test subjects and conduits to the heavens, making for short, terrible lives before mortal predators are even considered.

As a mere mercenary band, very little pageantry is incorporated into their ceremonies. The new member is brought into a dark room containing a single marble slab at dawn. There, they spend the day contemplating their lives, their decisions and plans. Across the room, a clearly marked door stands ajar although none know what waits on the other side. Assuming the recruit is still present, a funeral service is held for them throughout that night, a time when witness stand to speak on their behalf. A baptism is held the next morning for the new Beast during which each recruit pledges their service to Pharasma assumes the surname of Black. They are given the uniform of a squire and a single day to find their unit and settle in as duties begin the next day.

Upon occasion, one might meet an ex-member of the Beasts although they will listen to very little and say even less. No member has been known to voluntarily quit the company nor has any member known to been discharged in disgrace. Much conversation is made on this topic as known ex-members are sometimes seen in uniform but more often outside of it. They still seem to have an excellent relationship with the others, yet stay away from them as much as possible. One theory is that The Beasts kill those of which they do not approve, and allow their heroes to retire. The only means known to leave the Beasts in Black permanently, yet without bad blood is to marry or have children. The family of Les Bêtes un Noir tolerate no rivals.

EQUIPMENT	
Item	lbs.
pistol	
rapier	
dagger	
chain shirt	
backpack, bedroll	
belt pouch	
holy text, wooden holy symbol	
flint and steel, iron pot, mess kit	
rope, soap, waterskin, torches (10)	
trail rations (5 days)	
powderhorn, bandolier	
gunsmith's kit	
20 bullets w/powder	
17 gold	

Catherine' Black, Les Bêtes en Noir, Funeral Meeting for Petro Lorrimer, 4711