

Avèg ("Blind")

CHARACTER
Munavri (Occult Bestiary-34) Medium female
 RACE & LA SIZE GENDER
 20 Chaotic Neutral Rovagug (ISG-124)
 AGE ALIGNMENT DEITY

PLAYER
 5'8" 110 lbs White Red White
 HEIGHT WEIGHT HAIR EYES SKIN
 Sightless Sea in Orv, the Darklands, beneath Arcadia (Into the Darklands-53)
 HOMETLAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Munavri, Undercommon, Common

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	14	-2		
DEX	22	6	16	4	2	
CON	14	2	12	2		
INT	22	6	18	2	2	
WIS	12	1	10	2		
CHA	10	0	8	2		

HITPOINTS

CURRENT HP: **10**
 HP GAINED: 10 HD: 1
 NONLETHAL HP DAM:
 TEMPORARY HP:
 TOTAL HP: 10 FAVORED CLASS: Vigilante

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Vigilante (Psychometrist)	0	12	0	0	2	2	1
TOTALS	0	12	0	0	2	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	4	0	6					
TOUCH	16	-10+			6					
FLAT-FOOT	14	-10+	4	0	0					

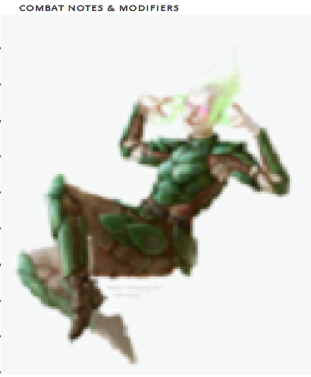
ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 9
 SPELL FAILURE: 15%

SAVING THROWS

TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	0	2		
REF	8	2	6		
WILL	3	2	1		

ATTACKS

TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0	1		
RANGED	6	0	6		
CMB	6	0	INT	6	
CMD	17	-10+	BOB	DOUCE & DEFLECT	7



FEATS & FEATURES

Race: Munavri (Occult Bestiary-34) Humanoid
 darkvision 120 feet, Telepathic w/ Munavri 60'
 Advanced Object Reading (Su) lv min prof (1/day)
 Spell Resistance: 8+lv
 Light Blindness: blind 1 rnd coming into light, then dazzled (-1 attack)
 Class: Vigilante (UI-9) HD: 8 skills skills 6 + Int Mod
 Archetype: Psychometrist (Ultimate Intrigue-59)
 Weapon Prof: All Simple & Martial
 Armor Prof: Light & Medium Armor & Shields
 Dual Identity & Seamless Guise +20 to check to protect identities
 Hidden Strike: deal an extra 1d8 points of precision dam

Psychic Sensitivity: Unlock Psychic Skills
 Point Blank Shot +1 attack & dam w/in 30'

SKILLS

SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	6		6		
* APPRAISE	10	1	6	3	
* BLUFF	0		0		
* CLIMB *	1		1		
* CRAFT: bows	10	1	6	3	
* DIPLOMACY	0		0		
* DISABLE DEVICE *	10	1	6	3	
* DISGUISE	4	1	0	3	
* ESCAPE ARTIST *	10	1	6	3	
* FLY *	6		6		
* HANDLE ANIMAL			0		
* HEAL	1		1		
* INTIMIDATE	0		0		
* KN: arcana	10	1	6	3	
* KN: history	10	1	6	3	
* KN: local			6		
* KN:			6		
* KN:			6		
* KN:			6		
* LINGUISTICS			6		
* PERCEPTION	5	1	1	3	
* PERFORM:	0		0		
* PROF: fletcher	5	1	1	3	
* RIDE *	6		6		
* SENSE MOTIVE	5	1	1	3	
* SLEIGHT OF HAND *			6		
* SPELLCRAFT			6		
* STEALTH *	10	1	6	3	
* SURVIVAL	1		1		
* SWIM *	1		1		
* USE MAGIC DEVICE	4	1	0	3	

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE: SLOW MEDIUM FAST 0 / 2,000

SPEED 30
 BASE FLY SWIM CLIMB MISC

INIT 6 = 6 DEX MOD + MISC MOD

HERO

SR 9 **DR**

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR jade-studded leather	4	9		15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword cane	+1	1d8+1	19-20/x2		S	4.0	
longbow	+6	1d8+1	20/x3	100	P	3.0	

