

San ("Blood")

CHARACTER
Kuru (Isles of the Shackles-51) Medium female
RACE & LA SIZE GENDER
20 Chaotic Neutral The Blood Queen (Isles of the Shackles-17)
AGE ALIGNMENT DEITY

PLAYER
5'11" 130 Brown Red Olive
HEIGHT WEIGHT HAIR EYES SKIN
The Cannibal Isles, The Shackles, Garund (Isles of the Shackles-17)
HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Kuru, Polyglot, Common



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

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 10, HP GAINED 10, HD 1. CLASS RECORDER: CLASS NAME Vigilante (Gunmaster), BAB 0, SKILL 9, FC HPS 0, FORT 0, REF 2, WILL 2, LEVELS 1.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE. Rows for AC 18, TOUCH 15, FLAT-FOOT 13. Columns for ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP.

ARMOR CHECK PENALTY 0
MAXIMUM DEX 5
SPELL FAILURE 15%

SAVING THROWS. Rows for FORT 2, REF 9, WILL 2. Columns for CLASS BASE, ABILITY, ENHANCE, MISC, TEMP.

ATTACKS. Rows for MELEE 0, RANGED 7, CMB 7, CMD 17. Columns for TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC.



SKILLS. Table with columns: SKILL, DEX, INT, CHA, STR, INT, WIS, CHA, WIS, DEX, WIS, STR, CHA, STR, STR, STR. Includes skills like Acrobatics, Appraise, Bluff, Climb, etc.

FEATS & FEATURES

Race: Kuru (Isles of the Shackles-51) Humanoid gunsmithing - repair firearms
Bite Attack: 1d6 damage Point Blank Shot +1 attack & damage w/in 30'
Blood Courage (Ex): save twice vs fear (1/day)
Cannibalistic Vitality (Ex): bite attack give 1 temp hp
Low-Light Vision & Light Sensitivity (-1 attack/perception)
Class: Vigilante (UI-9) HD: 8 skills skills 6 + Int Mod
Archetype: Gunmaster (Ultimate Intrigue-57)
Weapon Prof: All Simple & Firearms
Armor Prof: Light Armor & Shields
Dual Identity & Seamless Guise +20 to check to protect identities
Gunsmith + 1/4 lvl attack & damage w/ firearms
Gossip Collector (Ex): - improved & speedy info getting

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row for studded leather.

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows for pistol (x2) and Cutlass.

