

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					



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

LANGUAGES: Kuru, Polyglot, Common

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	10	0	10			
<b>DEX</b>	28	9	18	2	8	
<b>CON</b>	14	2	12	2		
<b>INT</b>	14	2	16	-2		
<b>WIS</b>	10	0	10			
<b>CHA</b>	16	3	16			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
82	82	10	Vigilante (Gunmaster)	7	90	0	3	7	7	10			
TOTAL HP			82	FAVORED CLASS	Vigilante	TOTALS	7	90	0	3	7	7	10

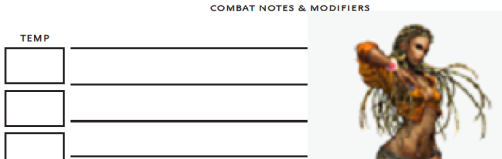
ABILITY SCORE & RACIAL NOTES	
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CONDITIONS & MISCELLANEOUS TRACKING	
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ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	27	-10+	6	0	9	2				
<b>TOUCH</b>	21	-10+		9		2				
<b>FLAT-FOOT</b>	16	-10+	6	0	0					

ARMOR CHECK PENALTY	0
MAXIMUM DEX	--
SPELL FAILURE	15%

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	5	3	2			
<b>REF</b>	16	7	9			
<b>WILL</b>	7	7	0			



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	7		0			
<b>RANGED</b>	16		9			
<b>CMB</b>	16	7	DEX	9		
<b>CMD</b>	28	-10+	B7B	DODGE & DEFLECT	2	STA & DEX

COMBAT NOTES & MODIFIERS	
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**FEATS & FEATURES**  
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER 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)	Rapid Shot, on add'l shot per round
Cannibalistic Vitality (Ex): bite attack give 1 temp hp	Rapid Reload
Low-Light Vision & Light Sensitivity (-1 attack/perception)	Improved Critical (pistol)
Class: Vigilante (UI-9) HD: 8 skills skills 6 + Int Mod	Quickdraw
Archetype: Gunmaster (Ultimate Intrigue-57)	Improved Initiative +4
Weapon Prof: All Simple & Firearms	Startling Appearance (Ex): surprise then flatfooted & -4 attack
Armor Prof: Light Armor & Shields	Nimble (Ex) +x=2 dodge AC
Dual Identity & Seamless Guise +20 to check to protect identities	Combat Skill (Ex): bonus combat feat
Gunsmith + 1/4 lvl attack & damage w/ firearms	Shadow's Speed (Ex): Add 20' to move
Gossip Collector (Ex): - improved & speedy info getting	Quick Clear (Ex): fix broken firearm (1/day)
Everyman (Su) & Many Guises (Ex): +20 Disguise	Gunmaster Initiative (Ex): +2 Init
Mockingbird (Ex): mimic almost any voice, animal call or sound effects	Lightning Reload (Ex): - reload single barrel as free action
Case the Joint (Ex): allows rerolls during later visit	Deadeye (Ex): Use Touch attack (ignore armor) (1/day)

SKILLS						RANKS TOTAL	90
TOTAL	RANKS	ABILITY	TRAINED	MISC			
<input checked="" type="checkbox"/> ACROBATICS *	DEX	13	1	9	3		
<input checked="" type="checkbox"/> APPRAISE	INT	6	1	2	3		
<input checked="" type="checkbox"/> BLUFF	CHA	7	1	3	3		
<input checked="" type="checkbox"/> CLIMB *	STR	4	1	0	3		
<input checked="" type="checkbox"/> CRAFT: firearms	INT	15	10	2	3		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	7	1	3	3		
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX	22	10	9	3		
<input checked="" type="checkbox"/> DISGUISE	CHA	27	1	3	3	20	
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	22	10	9	3		
<input type="checkbox"/> FLY *	DEX	9		9			
<input type="checkbox"/> HANDLE ANIMAL	CHA			3			
<input type="checkbox"/> HEAL	WIS	0		0			
<input checked="" type="checkbox"/> INTIMIDATE	CHA	16	10	3	3		
<input checked="" type="checkbox"/> KN: dungeoneering	INT	6	1	2	3		
<input checked="" type="checkbox"/> KN: engineering	INT	15	10	2	3		
<input checked="" type="checkbox"/> KN: local	INT	6	1	2	3		
<input type="checkbox"/> KN:	INT			2			
<input type="checkbox"/> KN:	INT			2			
<input type="checkbox"/> KN:	INT			2			
<input type="checkbox"/> LINGUISTICS	INT			2			
<input checked="" type="checkbox"/> PERCEPTION	WIS	13	10	0	3		
<input checked="" type="checkbox"/> PERFORM:	CHA	7	1	3	3		
<input checked="" type="checkbox"/> PROF:	WIS	4	1	0	3		
<input checked="" type="checkbox"/> RIDE *	DEX	13	1	9	3		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	4	1	0	3		
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX	17	5	9	3		
<input type="checkbox"/> SPELLCRAFT	INT			2			
<input checked="" type="checkbox"/> STEALTH *	DEX	22	10	9	3		
<input checked="" type="checkbox"/> SURVIVAL	WIS	4	1	0	3		
<input checked="" type="checkbox"/> SWIM *	STR	4	1	0	3		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	7	1	3	3		
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						

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	105,000 / 155,000
SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	

<b>SPEED</b>	50	BASE	FLY	SWIM	CLIMB	MISC
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<b>INIT</b>	15	=	9	DEX MOD	+	6	MISC MOD
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<b>HERO</b>	
<b>SR</b>	
<b>DR</b>	

<b>RESISTANCES</b>	DR/-5 fire & force
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<b>POOL POINTS</b>	
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**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather of the Kuru +3	6			15	Lt	10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
double barrel pistols +3 (x2)	+16+1+3	1d8+1+3	19-20,x4	30	B,P	10.0	
Cutlass of the Kuru +3	+7+3	1d6+3	15-20,x2		S	4.0	1 bleed w/ each hit

<b>FEATS &amp; SPECIAL ABILITIES</b>			
NAME	USES/DAY	USED	
Secret Identity: Blood			
A member of "Kat Chanpyon" (Four Champions)			
A league of Chaotic Neutral Agents of Extrajudicial Justice			
Vigilante Costume: Pirate Outfit			
reveals tattoos on torso, arms & legs			
Social Costume: Long sleeves, long skirts			
Social role: firearms crafter, ornate sculpting of wood stocks			

<b>FEATS &amp; SPECIAL ABILITIES</b>			
NAME	USES/DAY	USED	

<b>EQUIPMENT &amp; MAGIC ITEMS</b>				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	ammunition (20 rounds)			

<b>EQUIPMENT &amp; MAGIC ITEMS</b>				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Earrings of Balance +2 Dex each ear			
	Cutlass of the Kuru +3			
	- intrinsic "Improved Critical"			
	- 1 bleed damage w/ each hit			
	studded leather of the Kuru +3			
	- no encumbrance or max dex, no swimming, stealth limits			
	- immune to bleed			
	- DR/-5 fire & force			
	double barrel pistols +3 (matching pair)			
	- range 30'			
	- jam only on 1			
	bullets - exploding (10)			
	- add'l +2d6 fire damage 5' radius			

<b>WORN MAGIC ITEM EQUIPMENT</b>	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

<b>BAGS &amp; CONTAINERS</b>			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

<b>CURRENCY</b>			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

<b>TREASURE CARRIED</b>		
#	TREASURE	WEIGHT

<b>CARRIED WEIGHT</b>				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
24.0	0.0	0.0		24.0

<b>LOADS &amp; LIFT</b>						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		100	200	500
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	