

Vargouille

Male Vargouille - CL3 - CR 2

Neutral Evil Outsider (Evil, Extraplanar)

| Ability | Score | Modifier | Temporary |
|----------------------------|-----------|-----------|-----------|
| STR STRENGTH | 10 | 0 | |
| DEX DEXTERITY | 13 | +1 | |
| CON CONSTITUTION | 13 | +1 | |
| INT INTELLIGENCE | 5 | -3 | |
| WIS WISDOM | 12 | +1 | |
| CHA CHARISMA | 8 | -1 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-----------|------|-----------|-----------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +4 | = | +3 | +1 | | | |
| REFLEX (DEXTERITY) | +4 | = | +3 | +1 | | | |
| WILL (WISDOM) | +2 | = | +1 | +1 | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|---------------------|-------|--------|-----------|-----------|-----------|--------|-------|------|
| AC 15 | = | | +1 | +1 | +3 | | | |

| | | | | |
|-----------------|-----------|-----------------------|-----------|------|
| Touch AC | 12 | Flat-Footed AC | 14 | |
| | | BAB | Strength | Size |
| | | | | Misc |

| | | | | | |
|---------------------------|---|-----------|----------|-----------|----------|
| CM Bonus +2 | = | +3 | 0 | -1 | - |
|---------------------------|---|-----------|----------|-----------|----------|

| CM Defense | 13 | = | 10 | BAB | Strength | Dexterity | Size |
|------------|----|---|----|-----------|----------|-----------|-----------|
| | | | | +3 | 0 | +1 | -1 |

| | | | |
|--------------------|-----------|-----------|-----------|
| Base Attack | +3 | HP | 19 |
|--------------------|-----------|-----------|-----------|

| | | |
|-------------------|-----------|---------------------|
| Initiative | +1 | Damage / Current HP |
|-------------------|-----------|---------------------|

| | |
|--------------|-------------|
| Speed | 0 ft |
|--------------|-------------|

Bite (Vargouille)

Main hand: **+5, 1d4**

Crit: x2

Main w/ offhand: **-1, 1d4**

Light, B/P/S

Main w/ light off.: **+1, 1d4**

Offhand: **-3, 1d4**

Unarmed strike

Main hand: **+5, 1d2**

Crit: x2

Main w/ offhand: **-1, 1d2**

Light, B, Nonlethal

Main w/ light off.: **+1, 1d2**

Offhand: **-3, 1d2**



Joe Wilson - www.joewilson-illustration.com - joewilson.illustration@gmail.com

| Skill Name | Total | Ability | Ranks | Temp |
|----------------------|------------|----------|-------|------|
| Acrobatics | +1 | DEX (1) | - | |
| Appraise | -3 | INT (-3) | - | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +0 | STR (0) | - | |
| Diplomacy | -1 | CHA (-1) | - | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | +1 | DEX (1) | - | |
| Fly | +13 | DEX (1) | 3 | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | +5 | CHA (-1) | 3 | |
| Perception | +7 | WIS (1) | 3 | |
| Ride | +1 | DEX (1) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Stealth | +8 | DEX (1) | - | |
| Survival | +1 | WIS (1) | - | |
| Swim | +0 | STR (0) | - | |

Feats

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Stealth)

You get a +3 bonus on all checks involving the chosen skill.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Special Abilities

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Special Abilities

Flight (30 feet, Good)

A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an *antimagic field*; the creature loses its ability

Kiss (DC 16) (Su)

A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into

Poison (DC 12) (Su)

Bite - injury; save Fort DC 12; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save. The save DC is Constitution-based.

Shriek (DC 12) (Su)

Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds

Experience & Wealth

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

Languages

Infernal