

## Vargouille

Male Vargouille - CL3 - CR 2

Neutral Evil Outsider (Evil, Extraplanar)

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	<b>=</b>	<b>+3</b>	<b>+1</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+4</b>	<b>=</b>	<b>+3</b>	<b>+1</b>			
<b>WILL</b> (WISDOM)	<b>+2</b>	<b>=</b>	<b>+1</b>	<b>+1</b>			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>15</b>	<b>=</b>		<b>+1</b>	<b>+1</b>	<b>+3</b>			

<b>Touch AC</b> <b>12</b>	<b>Flat-Footed AC</b> <b>14</b>
	BAB Strength Size Misc

<b>CM Bonus</b> <b>+2</b>	<b>=</b>	<b>+3</b>	<b>0</b>	<b>-1</b>	<b>-</b>
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CM Defense	13	=	10	BAB	Strength	Dexterity	Size
				<b>+3</b>	<b>0</b>	<b>+1</b>	<b>-1</b>

<b>Base Attack</b>	<b>+3</b>	<b>HP</b>	<b>19</b>
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<b>Initiative</b>	<b>+1</b>	Damage / Current HP
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<b>Speed</b>	<b>0 ft</b>
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### Bite (Vargouille)

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

Crit: x2  
Light, B/P/S

### Unarmed strike

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

Crit: x2  
Light, B, Nonlethal



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Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+1</b>	DEX (1)	-	
<b>Appraise</b>	<b>-3</b>	INT (-3)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
<b>Climb</b>	<b>+0</b>	STR (0)	-	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disable Device</b>	<b>-</b>	DEX (1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (1)	-	
<b>Fly</b>	<b>+13</b>	DEX (1)	3	
<b>Handle Animal</b>	<b>-</b>	CHA (-1)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>+5</b>	CHA (-1)	3	
<b>Linguistics</b>	<b>-</b>	INT (-3)	-	
<b>Perception</b>	<b>+7</b>	WIS (1)	3	
<b>Ride</b>	<b>+1</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Sleight of Hand</b>	<b>-</b>	DEX (1)	-	
<b>Spellcraft</b>	<b>-</b>	INT (-3)	-	
<b>Stealth</b>	<b>+8</b>	DEX (1)	-	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+0</b>	STR (0)	-	
<b>Use Magic Device</b>	<b>-</b>	CHA (-1)	-	

### Feats

Martial Weapon Proficiency - All  
Simple Weapon Proficiency - All  
Skill Focus (Stealth)  
Weapon Finesse

### Special Abilities

Darkvision (60 feet)  
Flight (30 feet, Good)  
Kiss (DC 16) (Su)  
Poison (DC 12) (Su)  
Shriek (DC 12) (Su)

### Experience & Wealth

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

### Languages

Infernal

### Skill Focus (Stealth)

### Feat

Choose a skill. You are particularly adept at that skill.

**Benefit:** You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

### Weapon Finesse

### Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

### Darkvision (60 feet)

### Racial Ability, Senses (Outside)

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

### Flight (30 feet, Good)

### Unknown

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 to fly for as long as the antimagic effect persists.

### Kiss (DC 16) (Su)

### Racial Ability (Vargouille)

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 a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires remove disease or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

### Poison (DC 12) (Su)

### Racial Ability (Vargouille)

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)

### Racial Ability (Vargouille)

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 or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours.

The save DC is Constitution-based.