

Vril Vrakth

CL 10 Medium Zabrak soldier 4/scout 3/bounty hunter 3

Init +13; Senses Perception +6

Languages Basic, Zabrak, Huttese

Defenses Ref 30 (27 flat-footed), Fort 26, Will 22; 0

hp 110; DR 0; Threshold 26

Speed 6 squares

Melee force pike +11 (2d8+7)

Melee unarmed +11 (1d4+7)

Ranged blaster pistol, heavy +12 (3d8+5)

Ranged flame cannon +12 (5d6+5)

Base Atk +9; Grp +12

Atk Options Burst Fire, Rapid Shot

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 8

Special Qualities Heightened Awareness, Superior Defenses, Familiar Foe 1

Talents Acute Senses, Improved Initiative, Comrades in Arms, Focused Targeting, Jedi Hunter, Precision Fire

Feats Armor Proficiency (light), Armor Proficiency (medium), Burst Fire, Extra Second Wind, Improved Defenses, Rapid Shot, Shake it Off, Weapon Proficiency (advanced melee), Weapon Proficiency (heavy), Weapon Proficiency (pistols), Weapon Proficiency (rifles), Weapon Proficiency (simple), Inborn Resilience

Skills Endurance +12, Initiative +13, Pilot +13, Survival +11

Possessions force pike, heavy blaster pistol, flame cannon