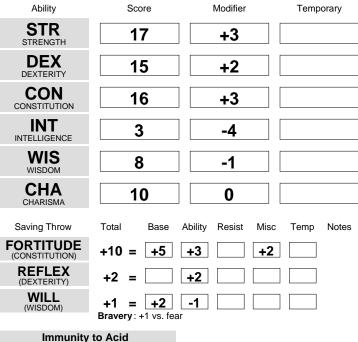
Koruvus

Male Mutant Male Goblin Fighter 2 (Mutant Male Goblin +1) - CL3 - CR 3

Chaotic Evil Outsider (Goblinoid); Deity: Lamashtu



Immuni	y to Acid				
Total	Armo	or Shield De	x Size	Natur Deflec Doo	lge Misc
AC 16	=	+2	2	+4	
Touch AC	12	Flat-F	ooted A		Misc
CM Bonus	+6	= +3	+3	-	-
CM Defense	18		BAB S	Strength Dexter	ity Size
Base Atta	ck	+3	,	HP	29
Initiative	9	+2	!	Damage / 0	Current HP
Speed		30	ft		

+1 Longsword

Main hand: +7, 1d8+4 Crit: 19-20/x2 Both hands: +7, 1d8+5

Main w/ offhand: +3, 1d8+4 Main w/ light off.: +5, 1d8+4

Offhand: +3, 1d8+2

Masterwork Handaxe

Main hand: +7, 1d6+3 Crit: x3
Main w/ offhand: +3, 1d6+3
Main w/ light off.: +5, 1d6+3

Offhand: +5, 1d6+1







Skill Name	Total	Ability	Ranks	Temp
⁰ Acrobatics	+2	DEX (2)	-	
Appraise	-4	INT (-4)	-	
Bluff	+0	CHA (0)	-	
¹⁷ Climb	+3	STR (3)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
⁰ Escape Artist	+2	DEX (2)	-	
⁹ Fly	+2	DEX (2)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+5	CHA (0)	2	
Perception	-1	WIS (-1)	-	
⁰ Ride	+6	DEX (2)	1	
Sense Motive	-1	WIS (-1)	-	
⁰ Stealth	+6	DEX (2)	1	
Survival	-1	WIS (-1)	-	
⁰ Swim	+3	STR (3)	-	

Feats

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude

You get a +2 bonus on all Fortitude saving throws.

Feats

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Multiweapon Fighting

Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness +3

You gain +3 hit points.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Two-weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Silver Dagger

Main hand: +6, 1d4+3 Crit: 19-20/x2
Main w/ offhand: +2, 1d4+3
Main w/ light off.: +4, 1d4+3

Crit: 19-20/x2
Rng: 10'
Light, P/S

Offhand: +4, 1d4+1

Ranged: +5, 1d4+3

Ranged w/ offhand: +1, 1d4+3
Ranged w/ light off.: +3, 1d4+3
Ranged offhand: +3, 1d4+1

Unarmed strike

Main hand: +6, 1d3+3 Crit: x2

Main w/ offhand: +2, 1d3+3 Main w/ light off.: +4, 1d3+3

Offhand: +4, 1d3+1

Gear

Total Weight Carried: 8/260lbs, Light Load (Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)

+1 Longsword 4 lbs Masterwork Handaxe 3 lbs Silver Dagger 1 lb

Special Abilities

Bravery +1 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Breath Weapon - Koruvus (DC 13) (Su)

Once every 1d4 rounds, Koruvus can spew a 20-foot-long line of foul-smelling and acidic blood from this mouth. Any creatures in this area take 2d4 points of acid damage (Reflex DC 13 half). A create that takes damage from the acid must

Darkvision (60 feet)

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

Fast Healing 1 (Ex)

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing

Tracked Resources

Silver Dagger

Experience & Wealth

Current Cash: You have no money!