

## Koruvus

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

Chaotic Evil Outsider (Goblinoid); Deity: **Lamashtu**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>17</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>16</b>	<b>+3</b>	
<b>INT</b> INTELLIGENCE	<b>3</b>	<b>-4</b>	
<b>WIS</b> WISDOM	<b>8</b>	<b>-1</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+10</b>	=	<b>+5</b>	<b>+3</b>		<b>+2</b>	
<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	=		<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+2</b>	<b>-1</b>			

Bravery: +1 vs. fear

### Immunity to Acid

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>16</b>	=		<b>+2</b>		<b>+4</b>			
<b>Touch AC</b> <b>12</b>								
<b>Flat-Footed AC</b> <b>14</b>								
CM Bonus	+6	=	<b>+3</b>	<b>+3</b>	-	-		
CM Defense	18	=	10	<b>+3</b>	<b>+3</b>	<b>+2</b>	-	
Base Attack			<b>+3</b>					
Initiative			<b>+2</b>					
Speed			<b>30 ft</b>					

### +1 Longsword

Main hand: **+7, 1d8+4** Crit: 19-20/x2  
 Both hands: **+7, 1d8+5** 1-hand, S  
 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** Light, S  
 Main w/ light off.: **+5, 1d6+3**  
 Offhand: **+5, 1d6+1**

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Appraise</b>	<b>-4</b>	INT (-4)	-	
<b>Bluff</b>	<b>+0</b>	CHA (0)	-	
<b>Climb</b>	<b>+3</b>	STR (3)	-	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)	-	
<b>Disable Device</b>	<b>-</b>	DEX (2)	-	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<b>Handle Animal</b>	<b>-</b>	CHA (0)	-	
<b>Heal</b>	<b>-1</b>	WIS (-1)	-	
<b>Intimidate</b>	<b>+5</b>	CHA (0)	2	
<b>Linguistics</b>	<b>-</b>	INT (-4)	-	
<b>Perception</b>	<b>-1</b>	WIS (-1)	-	
<b>Ride</b>	<b>+6</b>	DEX (2)	1	
<b>Sense Motive</b>	<b>-1</b>	WIS (-1)	-	
<b>Sleight of Hand</b>	<b>-</b>	DEX (2)	-	
<b>Spellcraft</b>	<b>-</b>	INT (-4)	-	
<b>Stealth</b>	<b>+6</b>	DEX (2)	1	
<b>Survival</b>	<b>-1</b>	WIS (-1)	-	
<b>Swim</b>	<b>+3</b>	STR (3)	-	
<b>Use Magic Device</b>	<b>-</b>	CHA (0)	-	

### Feats

Armor Proficiency (Heavy)  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Great Fortitude  
 Martial Weapon Proficiency - All



## Feats

Multiweapon Fighting  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +3  
Tower Shield Proficiency  
Two-weapon Fighting

## Silver Dagger

Main hand: **+6, 1d4+3** Crit: 19-20/x2  
Main w/ offhand: **+2, 1d4+3** Rng: 10'  
Main w/ light off.: **+4, 1d4+3** 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** Light, B, Nonlethal  
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)  
Breath Weapon - Koruvus (DC 13) (Su)  
Darkvision (60 feet)  
Fast Healing 1 (Ex)

## Tracked Resources

Silver Dagger ☐

## Experience & Wealth

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

## Koruvus – Abilities & Gear

### Great Fortitude

### Feat

You are resistant to poisons, diseases, and other maladies.

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

### Multiweapon Fighting

### Feat

This multi-armed creature is skilled at making attacks with multiple weapons.

**Prerequisites:** Dex 13, 3 or more hands.

You can fight with a weapon in each hand. You can make one extra attack each round with each off-hand weapon.

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

**Normal:** A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

**Special:** This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

### Toughness +3

### Feat

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Two-weapon Fighting

### Feat

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

**Prerequisite:** Dex 15.

**Benefit:** 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. See Two-Weapon Fighting in Combat.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

### Breath Weapon - Koruvus (DC 13) (Su) Racial Ability

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 creature that takes damage from the acid must also make a DC 13 Fortitude save or be nauseated for 1 round.

### Darkvision (60 feet)

### Racial Ability, Senses (Outside)

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

### Fast Healing 1 (Ex)

### Unknown

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 does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

### Immunity to Acid

### Unknown

You are immune to acid damage.

### Bravery +1 (Ex)

### Class Ability (Fighter)

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.