

## 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>								
<b>CM Bonus</b> <b>+6</b>	=	<b>+3</b>	<b>+3</b>					
<b>CM Defense</b> <b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+3</b>	<b>+2</b>			
<b>Base Attack</b>	<b>+3</b>							
<b>Initiative</b>	<b>+2</b>							
<b>Speed</b>	<b>30 ft</b>							

#### +1 Longsword

Main hand: **+7, 1d8+4**

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**

Main w/ offhand: **+3, 1d6+3**

Main w/ light off.: **+5, 1d6+3**

Offhand: **+5, 1d6+1**

Crit: 19-20/x2  
1-hand, S

Crit: x3  
Light, S



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>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>Heal</b>	<b>-1</b>	WIS (-1)	-	
<b>Intimidate</b>	<b>+5</b>	CHA (0)	2	
<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>Stealth</b>	<b>+6</b>	DEX (2)	1	
<b>Survival</b>	<b>-1</b>	WIS (-1)	-	
<b>Swim</b>	<b>+3</b>	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**

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)

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 creature 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!**