

Kozu-karin

CHARACTER

Funglet (Masculosfunglets)

Large

Female

RACE & LA

SIZE

GENDER

80

Chaotic Neutral

Honningsop Mushroom

AGE

ALIGNMENT

DEITY

LANGUAGES:

Common, Sylvan, Undercommon

Hebeloma

PLAYER

9'1"

430 lbs

as Scutum Boletus

maroon

ochre

HEIGHT

WEIGHT

HAIR

EYES

SKIN

Orv, Darklands

HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE

TOTAL

MOD

BASE

ENHANCE

MISC

TEMP

STR

22

6

18

0

4

DEX

16

3

16

0

CON

22

6

16

4

2

INT

12

1

12

WIS

10

0

10

CHA

16

3

14

2

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

158

HP GAINED

148

HD

10

CLASS NAME

Underterroror

BAB

7

SKILL

30

FC HPS

10

FORT

3

REF

7

WILL

7

LEVELS

10

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP

158

FAVORED CLASS

Underterroror

TOTALS

7

30

10

3

7

7

10

ATTACKS & DEFENSE

ARMOR CLASS

TOTAL

AC

31

-10+

9

4

3

-1

6

ARMOR CHECK PENALTY

0

TOUCH

12

-10+

3

-1

MAXIMUM DEX

5

FLAT-FOOT

28

-10+

9

4

0

-1

6

SPELL FAILURE

40%

SAVING THROWS

TOTAL

CLASS BASE

ABILITY

ENHANCE

MISC

TEMP

FORT

9

3

6

REF

10

7

3

WILL

7

7

0

ATTACKS

TOTAL

BASE ATTACK BONUS

TEMP

ABILITY

SIZE

MISC

MELEE

12

7

6

-1

RANGED

9

7

3

-1

CMB

14

7

CON

6

-1

2

CMD

27

-10+

B7B

0

STA & DEX

9

-1

2

COMBAT NOTES & MODIFIERS

second attack @ +2 BAB

SKILLS

RANKS TOTAL

30

TOTAL

RANKS

ABILITY

TRAINED

MISC

* ACROBATICS *

DEX

9

1

3

3

2

* APPRAISE

INT

1

1

* BLUFF

CHA

3

3

* CLIMB *

STR

10

1

6

3

* CRAFT:

INT

1

1

* DIPLOMACY

CHA

3

3

* DISABLE DEVICE *

DEX

3

* DISGUISE

CHA

7

1

3

3

* ESCAPE ARTIST *

DEX

7

1

3

3

* FLY *

DEX

7

1

3

3

* HANDLE ANIMAL

CHA

3

* HEAL

WIS

0

0

* INTIMIDATE

CHA

7

1

3

3

* KN: arcana

INT

5

1

1

3

* KN: dungeoneering

INT

5

1

1

3

* KN: planes

INT

5

1

1

3

* KN:

INT

1

* KN:

INT

1

* KN:

INT

1

* LINGUISTICS

INT

1

* PERCEPTION

WIS

9

6

0

3

* PERFORM:

CHA

3

3

* PROF:

WIS

0

* RIDE *

DEX

3

3

* SENSE MOTIVE

WIS

4

1

0

3

* SLEIGHT OF HAND *

DEX

3

* SPELLCRAFT

INT

1

* STEALTH *

DEX

14

8

3

3

* SURVIVAL

WIS

7

4

0

3

* SWIM *

STR

10

1

6

3

* USE MAGIC DEVICE

CHA

7

1

3

3

* STR

STR

* STR

STR

* STR

STR

* STR

STR

* STR

STR

* STR

STR

MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Funglet - Humanoid; Plant (AAW:URC 97)

Feat: Toughness +3 hp then +1/hp/lvl @ 4th lvl

Large -1 AC & attack; +1 CMB & CMD; Reach 10'

Vomit Poison - ranged touch attack 20' (2 doses)

Minesight: low-light vision & darkvision 90 ft., dazzled in bright light

Poisonous Expulsion - gas attack, 30' rad (3 doses)

Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stunning

Extra Evolution (x3)

Natural Armor: +1 AC

Dreadful Presence (Ex): transform to hideous mass of flesh (lvl rnds/day)

Vulnerability: Fire + 50% damage

-2 save vs fear 60' rad & Will save or shaken 1d4 rnds

subtype: Masculosfunglets +1 AC; +2 Cha

Evolution Gift (Su): Grant 1 or 2 pt evolution to ally for 1 min/lvl 1/day

envenom weapon (Con Mod/day): weakening venom

Evolution Surge (Sp) 5 points 2/day

Class: Underterroror HD: d10; skills 2 + Int Mod(AAW:URC 120)

Extra Natural Attacks: Slam & sting

Weapon Prof: All Simple + axes, hammer & picks

Mutable Form (Ex): switch 2 pt evolution/day

Armor Prof: Light & Medium Armor & shields

Evolution: 15 points; see next page (reassign each level)

Darkvision +10/odd level

Hel Powers: see spells; point pool: lvl/2

Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl

Evasion: Reflex save for half damage takes zero damage

drow, duergar, dwarf, urdefhans, munavri, orc, human,

lizard guy, troglodyte, boggard

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Boletann Breastplate +3	9	5	0	25	M	25.0
SHIELD	heavy Boletann shield +2	4		0	15		15.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
silvered dwarven long hammer + 4	+12+4	3d6+9	20,x3		B	20.0	reach 15'
slam	+12+3	3d6+9+1d6 acid +1d6 bleed	20,x2		B		reach 10'
sting	+12	1d6+6+1d6 acid	20,x2		P		reach 15' + poison

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Weakening Venom: Injury; save Fort DC 10 + 1/2 the funglet's Hit Dice + the funglet's Con mod;		
frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.		
Bleed: Slam +1d6 bleed damage	1	

[illegible]

BAGS & CONTAINERS

PG	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

PG	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
176	352	528	N	528	1056	2640
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT ☒ MEDIUM ☐ HEAVY ☐				

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
60.0	0.0	0.0		60.0

