

Kozu-karin

CHARACTER

Funglet (Masculosfunglets)

Huge

Female

RACE & LA

SIZE

GENDER

80

Chaotic Neutral

Honningsop Mushroom

AGE

ALIGNMENT

DEITY

LANGUAGES:

Common, Sylvan, Undercommon

Hebeloma

PLAYER

18'2"

3440 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

40

15

18

0

6

16

DEX

14

2

16

2

-4

CON

30

10

16

4

2

8

INT

12

1

12

WIS

10

0

10

CHA

16

3

14

2

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

246

HP GAINED

231

HD

15

CLASS NAME

Underterror

BAB

11

SKILL

45

FC HPS

15

FORT

5

REF

9

WILL

9

LEVELS

15

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP

246

FAVORED CLASS

Underterror

TOTALS

11

45

15

5

9

9

15

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS

TOTAL

ARMOR

SHIELD

DEX

SIZE

DODGE

NATURAL

DEFLECT

MISC

TEMP

AC

39

-10+

11

5

2

-2

13

TOUCH

10

-10+

2

-2

FLAT-FOOT

37

-10+

11

5

0

-2

13

ARMOR CHECK PENALTY

0

MAXIMUM DEX

--

SPELL FAILURE

40%

COMBAT NOTES & MODIFIERS

second attack @ +6 BAB

third attack @ +1 BAB



SAVING THROWS

TOTAL

CLASS BASE

ABILITY

ENHANCE

MISC

TEMP

FORT

15

5

10

REF

11

9

2

WILL

9

9

0

ATTACKS

TOTAL

BASE ATTACK BONUS

TEMP

ABILITY

SIZE

MISC

MELEE

24

11

15

-2

RANGED

11

11

2

-2

CMB

28

11

STR

15

-2

4

CMD

44

-10+

11

0

17

-2

8

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 (x6)

Natural Armor: +1 AC

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

Vulnerability: Fire + 50% damage

-4 save vs fear 60' rad & Will save or shaken 15 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) 7 points 3/day

Class: Underterror 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 3 pt evolution/day

Armor Prof: Light & Medium Armor & shields

Evolution: 23 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

Improved Evasion: Reflex save takes zero damage; failed half dam

drow, duergar, dwarf, urdefhan, munavri, orc, human, strix,

EXPERIENCE

SLOW

MEDIUM

FAST

635,000 / 890,000

BASE

FLY

SWIM

CLIMB

MISC

SPEED

20

INIT

2

=

2

DEX MOD

+

MISC MOD

HERO

SR

DR

3 slash

RESISTANCES

acid 5, immune fire

POOL POINTS

7

Hel power points

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION

AC BONUS

MAX DEX

PENALTY

SPELL FAIL

TYPE

WEIGHT

ARMOR

Boletann Breastplate +5

11

0

25

M

25.0

SHIELD

heavy Boletann shield +3

5

0

15

15.0

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO & NOTES

silvered dwarven long hammer + 5

+24+5

4d6+22

20,x3

B

20.0

reach 15'

slam

+24+3

4d6+22+1d6 acid +1d6 bleed

20,x2

B

reach 10'

sting

+24

2d6+15+1d6 acid

20,x2

P

reach 15' + poison

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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.		
Slippery (Ex) - covered in slime +4 CMD & Escape Artist	1	
Huge +16 Str +8 Con +5 AC -4 Dex;	6	
-2 attack/AC, +2 CMB/CMD & -4 Fly & -8 Stealth		
Bleed: Slam +1d6 bleed damage	1	

[illegible]

BAGS & CONTAINERS

25	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

26	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
2133	4267	6400		6400	12800	32000
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT ☒ MEDIUM ☐ HEAVY ☐				

