

## Homunculus

D10

Non lawful Non good.

Level	BAB	Fort	Ref	Will	Special
-------	-----	------	-----	------	---------

1st	+1	+1	+1	+1	Sin, regeneration, Aspect of the beast bonus feat, Symbol, Improv unarmed strike
2nd	+2	+2	+2	+2	Natural Armor +1
3rd	+3	+2	+2	+2	Reach 1 square
4th	+4	+3	+3	+3	Natural Armor +2
5th	+5	+3	+3	+3	Regeneration 2
6th	+6/+1	+4	+4	+4	Reach 2 square, Natural Armor +3
7th	+7/+2	+4	+4	+4	Bonus feat
8th	+8/+3	+5	+5	+5	Natural Armor +4
9th	+9/+4	+5	+5	+5	Reach 3 square
10th	+10/+5	+6	+6	+6	Regeneration 3, Natural Armor +5
11th	+11/+6/+1	+6	+6	+6	Bonus feat
12th	+12/+7/+2	+7	+7	+7	Reach 4 square, Natural Armor +6
13th	+13/+8/+3	+7	+7	+7	Bonus feat
14th	+14/+9/+4	+8	+8	+8	Natural Armor +7
15th	+15/+10/+5	+8	+8	+8	Regeneration 4, Reach 5 square
16th	+16/+11/+6/+1	+9	+9	+9	Natural Armor +8
17th	+17/+12/+7/+2	+9	+9	+9	Bonus feat
18th	+18/+13/+8/+3	+10	+10	+10	Reach 6 square, Natural Armor +9
19th	+19/+14/+9/+4	+10	+10	+10	Bonus feat.
20th	+20/+15/+10/+5	+11	+11	+11	Regeneration 5, Natural Armor +10

Proficient with 2 melee weapons and 2 ranged weapons, chosen at creation.

Skills: 6+int mod: Acrobatics, Bluff, Climb, Diplomacy, Disguise, Intimidate, Linguistics, Perception, Perform, Sense motive, Stealth, Survival.

**Sin:** Pick one aspect that will define you.

- Lust: +8 cha, +100 beauty, people always define you as friendly unless given a reason otherwise.
- Gluttony: Gain ability to eat anything given enough time. 1d4 for medium, 1d8 for large, 1d3 for small(Rounds). Works like grapple check
- Greed: +4 Str, +10ft speed, +4 dex, Poison and disease immunity.
- Sloth: 1 size up, +6 Str, +30ft speed, DR/10, -4 dex, regene= ½ normal, fist 2d6 large size
- Wrath: True seeing, +8 dex
- Pride: Greater Darkness spell like ability, can fit into anything.
- Envy: Alter self spell like ability, +6 dex,

**Regeneration:** If you take a full round action, you can heal a number of hit points equal to your Charisma modifier. At 5th level, this changes to double your Charisma, and doubles every 5 levels.

**Reach:** # of squares away extra you can attack from.

**Symbol:** You have your weakness in a symbol. As long as your body bears this symbol, you can not die. It must be placed in an area that relates to your sin.