Vegepygmy

small male SIZE GENDER

3' 10" HEIGHT

45 lbs WEIGHT

pale brown HAIR

white EYES

pale green

RACE & LA SIZE GENDER  19 neutral Gozreh	Mwangi Expanse	E	EYES SKI	IN	DAI	M	F.	110	V	<b>J</b>	~		
AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION													
Undercommon, Vegepygmy (doesn't speak)  Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012  CLASS RECORDER													
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	CURRENT HP HP GAINED HD												
<b>STR</b> 11 0 11	CORRENT HP	HP GAINED	HD.		ass name Jepygmy	3	2	FC HPS	3 2		LEVELS		
DEX 16 3 14 2	10	10	naman	0	4	$\neg$	0 0	2	1				
CON 14 2 12 2													
INT 10 0 12 -2	NONLETHAL HP DAM												
wis 20 5 18 2	TEMPORARY HP							$\perp$	$\perp$	$\perp$			
CHA 11 0 13 -2	TOTAL HP	10	FAVORED CLASS		TOTALS	3	6	0	3 2	2	1		
ABILITY SCORE &	CONDITIONS & M	MISCELLANEOUS TR	ACKING			SKILLS RANKS TOTAL 6							
RACIAL NOTES					* ACROBATICS • DEX 3 3 3								
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE	DEFENSE  DODGE NATURAL DEFLECT M	ISC TEMP			*□ Appraise		NT (	_	0				
AC 21 = 10+ 3 0 3 1	4	15C TEMP	ARMOR CHECK PENALTY	0	<ul> <li>★□ BLUFF</li> <li>★□ CLIMB ◆</li> </ul>	CI S'	TR (	_	0				
		$\dashv \vdash \dashv$	MAXIMUM	Ě	<b>* ☑</b> CRAFT:	11	NT (		0				
<b>TOUCH</b> 14 = 10+ 3 1		_	DEX	5	⋆☑ DIPLOMACY □ DISABLE DEVICE ◆	CI D	_		3				
<b>FLAT-FOOT</b> 1810+ 3 0 0 1			SPELL FAILURE	15%	* DISGUISE	CH	_		0				
	COM	MBAT NOTES & MOD	DIFIERS		*■ ESCAPE ARTIST •	D		$\overline{}$	3				
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC	ТЕМР				*  FLY •	D	_		3				
FORT 5 3 2		i i			☑ HANDLE ANIMAL  *☑ HEAL	CI W	ris (		5				
REF 5 2 3		- (65	1333		*□ INTIMIDATE	CH	_	_	0				
			100		☑ Kn: nature	П	NT 4	_	0	3			
WILL 7 2 5			T.	,	✓ Kn: planes		NT 4	_	0	3			
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE	MISC				✓ KN: religion  KN:		NT 4	1	0	3			
MELEE 4 3 0 1		1			☐ Kn:		NT		0				
ATTACK MODIFIER					☐ Kn:	11	NT		0				
RANGED 7 3 1			T 🔼		LINGUISTICS		NT		0				
<b>CMB</b> 9 3 WIS 5 1					⋆☑ PERCEPTION  ⋆□ PERFORM:	CH	ris 1	_	5	3	3		
CMD 17 =10+ B3B   Dop 0 = 8   Dop 0 = 1   Dop 0 = 1					☑ Prof:		'IS		5				
CMD 1/ =10+ B3B DEQECT 3x 1			_		* <b>☑</b> RIDE •	D	EX 3		3				
					÷□ SENSE MOTIVE	ris (	-	5					
	FEATURES FEATS, AND CHARACTER FEATURES				☐ SLEIGHT OF HAND ◆ ☑ SPELLCRAFT	D	NT 4	1	0	3			
Race: Vegepygmy (plant) (B1-273)					*☑ STEALTH •	D	_	_	3	3	12		
darkvision 60' & low-light vision					<b>*</b> Survival	w	ris (	,	5				
damage resistance 5 slashing/bludgeoning					*□ SWIM • □ USE MAGIC DEVICE	S CI	TR (		0				
						STR	<b>'</b>		0				
skill focus perception						STR							
+4 stealth, +12 in vegetation						STR							
Class: Shaman (ACG-35) HD: d8						STR	$\vdash$	+					
Weapon Prof: All simple, Armor Prof: Lt & Med Armor					STR								
Spirit: Wood (Heroes of the Wild-26)				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									
Spirit Animal (Ex) - Petrifern, see below	_				EXPERIENCE	Γ		0	/	2,00			
Spirit Magic - add'l spell slot per level from spirit	-				SLOW MEDIUM <b>2</b> FAS	то <u>г</u>	BASE	FLY	SWIM	CLIMB	MISC		
Tree Limb (su) turn arm to branch, 1d6 dam (3/day)	-			SPEED		30							
Petrifern Master gains a +1 natural armor bonus to AC				INIT 3	}	= [		EX +		MISC MOD			
				HERO									
				SR	۲	DR							
	Feat: Extra Hex				ashin/		geoni	ng 5					
ADMORE	WEAPONS				RESISTANCES slashing/bludgeoning 5								
ARMOR NAME & DESCRIPTION		DEX PENALTY SP	ELL FAIL TYPE	WEIGHT	POOL POINTS								
ARMOR tree bark studded leather armor	3 5	5	15 Med	10.0									
SHIELD													
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMA	AGE	CRITICA	AL RANGE TYPE	WEIGH	т		AMMO & N	OTES			

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2	+4	1d4					
quarterstaff	+4	1d6/1d6	20,x2		В	4.0	attacks twice
Tree Limb - turn arm to branch	+4	1d6			В	0.0	

	FEATS & SPECIAL ABILITIES								FE	ATS &	SPECIA	AL ABII	LITIES			
Sn	irit Animal - Petrifern (FF-31), name: Zuhaixka			USES/DAY	USED	Ш				NAME					USES/DAY	USED
-	e separate character sheet					┨┝										
-	guely animal-shaped tree branch when motionless					┧┝										_
-	ssesses "freeze" universal creature ability			┨┝										<del>                                     </del>		
ро	ssesses freeze driiversal creature ability					┨╟										
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						╛┖										
	EQUIPMENT & MAGIC ITEM	S							EO	JIPMI	ENT & I	MAGIC	ITEMS			
ж	standard adventurer's kit	1	QTY / USES	WGT N/A	WEIGHT	*				ITEM				QTY / USES	WGT N/A	WEIGHT
H	quarterstaff	+				┨┝										
H	tree bark studded leather armor	+				┨╟										
H		+				┨╟	+									-
H	vegepygmy talking sticks	+				┨╟	1									
L		+				┨┝	-									
L		+				┨┝	-									
		+				┨┝	_									
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#				CONTAIN	ER .	BAGS & C	CON	TAIN		LUME/WEIGH	HT LIMIT/NOT	ES		WEIGHT
	BELT:											,	,			
Г	BODY:															
	CHEST:								Т							
H	EYES:															
	FEET:					RRENC							SURE C	ARRIED		
$\vdash$	HANDS:	PL/	ATINUM	CARR	IED	CARRIE	WGT N/A	STORED		#			TREASURE			WEIGHT
$\vdash$	HEAD:	⊢	GOLD						$\dashv$	+						$\vdash$
н	EADBAND:	⊢	ILVER						11	+						
Ë	NECK:	С	OPPER						┧╏							
$\vdash$	RING:	$\vdash$								LIGHT	MEDIUM	HEAVY	ADS &	LIFT ABOVE	LIFT OFF	DRAG &
$\vdash$	RING:		CARRII	ED WE	IGHT		<b>-</b>	38	77	115		115	230	<sub>РUSH</sub> 575		
611			RMOR &	CURREN		JIPMENT	MISC	TOTAL	<b>7</b>	0	0		MODIFIED	_	0	0
ъH	OULDERS:	⊢	110	-				14.0	<b>7</b>	CURRENT		1	LOAD	<u> </u>		
	WRIST:	L	14.0	0.0		0.0		17.0	IJL	CORKENT	LOAD	LIGHT	w M	EDIUM 🗖	HEA\	/ Y 🖳

		SPELLS PER DAY							BLOODLINES & PATRONS							SPELLS	PER DAY		
CLASS	s		Sham	nan		LEVEL	. 1	ВІ	OODLINE/PAT	ron	Wood Spirit		CL	.ASS				LEVE	L
SAVE D	)C   LE	VEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	BI	OODLINE/PAT	RON				SAVE DC	LEVEL	TOTAL C	ABILITY ASS BONUS	MISC	SPELLS KNOWN
15	_	Г	3	3	801403	MISC	KNOWN	l _					_ [	SAVE DC	0	IOIAL	JASS BONOS	MISC	KNOWN
16	٦ ,	s+ [	4	1	2	1	H	i <b>-</b>			DOMAINS		ľ		ıst				iĦ
	╡		<del>-</del>		$\vdash$		H	] ]	OMAIN				ŀ	=	. i				
$\vdash$	╡	1d [ 	۲		1	1	Н	]	SUBDO	MAIN			Ļ	_	2nd	<b></b>  -	_	<u> </u>	
	ו3	rd [			1	1	Щ	D	OMAIN				Ļ		3rd		_		Щ
	41	th			1	1	Ш		SUBDO	MAIN			L		4th				
	51	th [			1			]							5th				
	<b>6</b> 1	th [						] □	OMAIN						6th				
	=   	th [						ĺ	SUBDO	MAIN			Ī		7th				
	<b>≓</b> `	th [	<b>—</b> i			i		i <b>.</b>	W	IZAR	RD SPECIALITY SCHOOL		· ř		8th				i <del>,</del>
	=	th [	<b></b>					S	PECIALITY	IIZ-AIN	AD SPECIALITY SCHOOL		• 7	一	9th				
CLOSE:		··· [	MEDIUM		<u> </u>	LONG:	닏	J "	FOCU				CLO	SE:	——————————————————————————————————————	MEDIUM:		LONG:	
25FT + SFT / 2 LVL	25		MEDIUM 100FT + 10FT / LV	110	0	400FT + 40FT / LVI	440	)		F			25F 5FT / 3	т+   "	25	100FT + 10FT / LVL	100	400FT + 40FT / LV	400
SPEL		TOTAL	CLASS	ABILI	тү отн	IER CUI	RENT POINT	TS	PROHIBI	  -			c	PELL	TOTAL	CLASS	ABILITY OTH	ER CU	RRENT POINTS
POINTS	_	0	<u> </u>			_  _			PROHIBI	TED			F	OINTS	0			_  _	
	PREP	USED							ESCRIPTION		SPELLS	schoo			RATION	RANGE	SAVE		REFERENCE
LEVEL	PREP	OZED	Hexes	(at-wi	ill unles	ss othe	rwise n		DC = 10+V	VisMo	od +lvl/2	SCHOOL	L	DUI	RATION	KANGE	SAVE	SR	REFERENCE
			Hex of L	ignificat	ion (Su)	turn crea	ture into a	a twisted	l, treelike sha	pe; gai	ins hardness 5 but is staggered.	transmut	ation	2	rnds	30'	fort	no	HotW
			Slumb	er (Su	) - cau	se 1 cr	eature a	any H[	O to sleep			enchanti	ment	lvl	rnds	30'	will		APG
0									of pure wa			conjura			stant	close	none	no	PCR
0									gic items w			divinat			nin/IvI	60'	none	no	PCR
0									g throw, or	r skill	check.	divinat			min	touch	will	yes	PCR
0						d scroll		•				divinat			min/lvl	persona	_	no	PCR
0			Touch	of Fai	tigue -	louch	attack	fatigue	es target.			necroma	ancy	1 ri	nd/lvl	touch	fort	yes	PCR
1			Doom	- One	subjec	ct takes	_2 on	attack	rolls dam	age r	rolls, saves, and checks.	necroma	ancv	1 m	nin/IvI	medium	n will	yes	PCR
1	1				<u> </u>						or quarterstaff	transmut	_		nin/IvI	touch	will	yes	PCR
1	•								<u> </u>		ninst fear in 50' rad	enchanti			nin/IvI	50'	will	yes	PCR
1									less flees			necroma			rnds	close	will	yes	PCR
1											possibly 1 Str dam	necroma	-		stant	touch	fort	yes	PCR
1									ds of anima		-	divinat			min/lvl	long	none	no	PCR
1									40-ft. radi			transmut			nin/IvI	long	reflex	no	PCR
1											ake, you are sated	conjura			stant	touch	will	yes	ISG
1									pecific targ		<del>-</del>	necroma			nd/lvl	close	will	yes	ACG
1											yay through the wilderness.	divinat			hrs	touch	will	yes	HotW
1									leaves no			transmut	ation	11	nr/IvI	touch	will	yes	PCR
1			Poison	ed Eg	g - tran	sform a	a norma	al egg ir	nto a single	dose	e of small centipede poison	transmut	ation	1 m	nin/IvI	touch	none	no	ISG
1			Read	Weath	er - P	recisely	foreca	ast nati	ural weath	er for	next 48 hrs	divinat	ion	ins	stant	persona	l none	no	FoB
1			Remove	Fear S	Suppress	ses fear o	r gives +4	4 on sav	es against fea	ar for o	one subject + one per four levels.	abjurat	ion	10	min	close	will	yes	PCR
1			Sense	Spirit I	Magic ·	+10 ider	ntifying a	and +2	resisting sp	oells a	associated with your spirits.	divinat	ion	1	day	persona	l none	no	ACG
1			Summ	on Na	iture's	Ally - S	ummon	ns crea	ture to figh	nt.		conjura	tion	1 rı	nd/lvl	close	none	no	PCR