Kozu-karın Hebeloma

Funglet (Masculosfunglets) Large Female RACE & LA GENDER SIZE 80 Chaotic Neutral Honningsop Mushroom

430 lbs WEIGHT

9'1"

as Scutum Boletus

maroon EYES

ochre SKIN

RACE & LA	Q1 "			SI		GEND		HEIGHT	WEIGHT				EYES	SK	IIN	TAGE	14	F	II	20	)(	<del>}</del> [	2
80 AGE	Chaotic ALIGNMENT	neu	trai	DEITY	ningsop	viusnro	om		arkland:	S OUND OCCUPA	ROI	LEP	LAN	71000	G G	AM	DE /	O					
LANGUAGES	LANGUAGES: Common, Sylvan, Undercommon Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012																						
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP											CLASS RE	COR	DER										
STR		_	5	18	0	2			CURRENT			70	но 5			ass name derterror	вав 3	15	FC HPS	FORT 1	REF 4	WILL 4	LEVELS 5
DEX	( 1	4	2	16	-2				7!	5													
CON	N 2	0	5	16	2	2																	
INT	1	2	1	12				NONLETHA HP DAM			$\perp$												
WIS	1	0	0	10				TEMPORAR HP			$\perp$		FAVOR	D					_	_	_	_	Ш
CH/	1	6 <b>T</b>	3	14	2				1	TOTAL H		75	CLASS		Underte	error TOTALS	3	15	5	1	4	4	5
ABILITY SO								CONDITIONS & MISCELLANEOUS TRACKING								TOTAL RANKS ABILITY TRAINED MISC							
RACIAE	NOTES					ATT	ACKS 8	& DEFE	NSE							*☑ ACROBATICS •  *□ APPRAISE		_	1	1	1	3	2
ARMOR CL		_		ARMOR		DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	ТЕМР	1		$\overline{}$	*□ BLUFF		_	3	$\Box$	3		
AC	2	6	-10+	. 8	3		1_		4				ARM	OR CHECK PENALTY	0	* <b>☑</b> CLIMB •			9	1	5	3	
TOUC	:H 1	1	=10+	+		2	-1						1	MAXIMUM DEX	5	∗□ CRAFT:  ∗□ DIPLOMACY			3	_	3		
FLAT-F				. 8	3		-1	i	4			╬═	า่	SPELL	40%	☐ DISABLE DEVICE ◆		EX			2		
FLAI-F	JOI 2	4	=10+	+ 0				J	4			JL	]	FAILURE	40%	<b>∗</b> Disguise		на	7	1	3	3	
SAVING TH	rows to		C1.4	SS BASE	ABILITY	ENHANC	E MISC	TEMP			COMBAT	NOTES & M	JOIF FRS		7	*☑ ESCAPE ARTIST •  *☑ FLY •			2	1	2	3	
FOR			CLA	1	5	ENHANC	MISC	] [								☐ HANDLE ANIMAL		на	_	_	3		
POR		=				<u> </u>						-		I		*□ HEAL	V	۷IS	0		0		
REF	- (			4												*☑ INTIMIDATE			7	1	3	3	
WIL	L			4	70											<ul><li>✓ KN: arcana</li><li>✓ KN: dungeoneering</li></ul>		_	5	1	1	3	
				-			J L						-	<b>AND 1</b>		✓ KN: planes			5	1	1	3	
ATTACK		ΓAL	BASE AT	TACK BONUS	темр	ABILITY	SIZE	MISC								☐ Kn:	ı	NT			1		
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RANGED 4 3 2 -1												1	☐ KN: ☐ LINGUISTICS		NT	+	$\rightarrow$	1					
ATTACK MODIFIER											<b>A</b>			VIS	4	1	0	3					
CMB         9         3         CON         5         -1				2					8	*	3	★□ Perform:			3		3	Ť					
CMD 21 = 10+ B3B   DO DE & DEX   -1				2				200				☐ Prof:	٧	۷IS	$\Box$		0						
		_			DEIGECT	DEX						1000			Carlo Control	*□ RIDE •		_	2		2		
						EE	ATC &	FEATUR	EATURES									OEX OEX	4	1	2	3	
					CLASS F			FEATS, AND C		EATURES						□ SPELLCRAFT		NT	_	_	1		
Race:	Funglet	- Hu	man	oid; Pla	ant (AA\	N:URC	97)	Feat: Toughness +3 hp								<b>*</b> ★ STEALTH •		EX	8	3	2	3	
Large -	1 AC &	attac	k; +1	CMB	& CMD	; Reach	า 10'	Vomit Poison - ranged touch attack 20' (2 doses)								*☑ SURVIVAL			4	1	0	3	
Minesight	: low-light	vision	n & daı	rkvision 9	90 ft daz	zled in br	iaht liaht	Poisonous Expulsion - gas attack, 30' rad (3 doses)								★☑ SWIM ◆ ☑ USE MAGIC DEVICE		HA	9	1	5	3	
Plant Traits:								gas attack, so rad (s doses)								D OSE MINGRE BETTEE	STR						
				araiysis, po	ison, polym	лрп, ѕіеер	& sturring										STR						
Natural	Armor:	+1/	AC_														STR	F					
Vulnera	ability: F	ire +	<b>50</b> %	% dama	age												STR	-	$\rightarrow$	$\rightarrow$			
subtype	e: Masc	ulos	fungl	ets +1	AC; +2	Cha											STR STR		+				
enveno	m weap	on (C	Con N	/lod/day	y): wea	kening	venom									MARK A TO SHOW A CLASS  * SKILL CAN BE USE	SKILL. CL ED UNTRA	ASS SKIL	LS WITH	RANKS G.	AIN A +3 PENALTY	TRAINED APPLIES	BONUS.
Class: U	nderterro	HD:	d10; s	skills 2 +	Int Mod(	AAW:UF	C 120)									EXPERIENCE SLOW MEDIUM PA	ST 🗆	,	15,00	) ,	/ :	23,000	0
Weapo	n Prof:	All S	Simple	e + axe	es, ham	mer &	oicks	Evolution Surge (Sp) 1/day 4 points 1/day										BASE	FLY	sv	vім Т	CLIMB	MISC
	Armor Prof: Light & Medium Armor & shields						Extra Natural Attack: Slam (2/rnd)							SPEED		20		DEX	_	<u> </u>	MISC		
Darkvision +10/odd level						Mutable Form (Ex): switch 1 pt evolution/day								<u>2</u>	= L	2	MOD	+ _		мор			
Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl    Evolution: 7 points; see next page (reassign each level)								HERO	_														
drow, duergar, dwarf, urdefhans, munavri  Hel Powers: see spell												damage	SR DR 2 slash										
Evasion: Reflex save for half damage takes a									3 ZCIU	uamaye	RESISTANCES a	cid 4											
ARMOR & ARMOR & ARMOR &						WEAPONS  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT							WEIGHT	POOL POINTS 2 hel points									
ARMOR NAME & DESCRIPTION  ARMOR Boletann Breastplate +2						8 5 0 25 M 25.0																	
AKMOK	avy stee									3		0	15		15.0								
		WEAPON	N NAME	& DESCRIPTI	ION			ATTAC	K MODIFIER	s		DA	MAGE		CRITICA	AL RANGE TYPE	WEIGH	IT		АММ	D & NOT	ES	

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
silvered dwarven long hammer + 2	+9	3d6+7	20,x3		В	20.0	reach 15'
slam	+7	3d6+7	20,x2		В		reach 10'
sting	+7	1d6+5	20,x2		Р		reach 15' + poison

	FEATS & SPECIAL ABILITIES								F	EAT	rs &	SPECI	AL ABIL	ITIES			
Ev	Olutions:			USES/DAY	USED		leakening Ver	nom: Iniu	ry; save Fort D		NAME				Con mod:	USES/DAY	USED
⊢	proved Natural Armor (Ex) +2	1		<b>⊣</b> ⊢			und for 6 r										
_	proved Natural Affiliot (Ex) +2 proved Damage: Slam (3d6)	1		┨ <u>├</u>	requericy	/ 1/100	ind for 6 i	oui	ius, e	ellect it	uz Sii, C	ule i s	ave.				
-	am Attack (2d6)	1		┨╟													
-		2		┨┠													
Ability Increase: Con +2 Tail: +2 acrobatics						┨╟											
⊢				1		┨╟											
511	ng 1d6 attack + poison			1		┨╟											
⊢						┨╟											
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						J L											
	EQUIPMENT & MAGIC ITEMS	;							EC	QUI	РМЕ	NT & I	MAGIC I	TEMS			
¥	Scutumsuit Amulet +3 AC, -2 Percep when active (AAW:URC 105	QT	Y / USES	WGT N/A	WEIGHT	9	8			11	ЕМ				QTY / USES	WGT N/A	WEIGHT
H	Scalarisalit Arialet 13 AC, -2 Percep when active (AAW.ORC 103	+				┨┠	+										
⊢	Polotopa Progetaleto +2 (may day 5: no day populty)	+				┨┠	+										
⊢	Boletann Breastplate +2 (max dex 5; no dex penalty) - DR/2 slash & acid resist 4	+				┨╟	+										
⊢		+				┨┞	+										
$\vdash$	heavy steel shield +1 (no dex penalty)	+				<b>┦</b>											
$\vdash$	silvered dwarven long hammer + 2	+				<b>┦</b> ├											
⊢	belt of giant strength + 2	+				┨╟	+										
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н	EADBAND:		VER							$\vdash$							
Ε.	NECK:	CO	PPER			$\vdash$											
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$\vdash$	RING:				ARRI	ED W	EIGHT				33	267	400	$\mathbf{N}$	400	GROUND 800	2000
ÇL1	OULDERS:		MOR &	CURRENC		UIPMENT		Т	OTAL	⊢	0	0		MODIFIED	0	0	0
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		SPELLS PER DAY		BLOODLINES & PATRONS		SPELLS PER DA	Y		
CLASS	ι	Inderterror	LEVEL 5	BLOODLINE/PATRON		CLASS		LEVE	EL .
		ABILITY TOTAL CLASS BONUS	SPELLS	BLOODLINE/PATRON			ABIL TOTAL CLASS BON	TY	SPELLS
SAVE DC	O	TOTAL CLASS BONUS	MISC KNOWN			SAVE DC LEVEL	TOTAL CLASS BON	JS MISC	KNOWN
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	6th			DOMAIN		6th			
	7th			SUBDOMAIN		7th			
	8th			WIZARD SPECIALITY SCHOO	NT.	8th		╗	
	9th			SPECIALITY SETIO		9th		$\exists \vdash$	╣
CLOSE:		MEDIUM:	LONG:	FOCUSED			MEDIUM:	LONG	
CLOSE: 25FT + SFT / 2 LVL	35	100FT + 150	400ft + 40ft / LVL 600		5	25FT + FT / 2 LVL 25	MEDIUM: 100ft + 10ft / LVL 100	400ft 40ft /	400
	TOTAL	CLASS ARILITY OTH	ER CURRENT POINTS	PROHIBITED		SDELL	CLASS ABILITY	OTHER C	URRENT POINTS
SPELL POINTS	0			PROHIBITED		SPELL 0			
LEVE	FD			SPELLS ME & DESCRIPTION	00117		DANCE		DECES ::
LEVEL PR	EP USED	command - One su		cted command for 1 round.	enchantme	nt 1 rnd	close will	yes	REFERENCE
			<u> </u>						
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