Sañırawqulaq Hebeloma Funglet (Audirefunglet) Large Male 8'1" 350 lbs as Videre Spongos luminous tan EYES GENDER WEIGHT RACE & LA SIZE HEIGHT 110

the Natural Force

Orv, Darklands
HOMELAND & BACKGROUND OCCUPATION

Neutral Good

pickaxe (2-handed)

LANGUAGES: Common, Sylvan, Terran	HOMELAND & BACK	GROUND OCCUPA	IION					by Neceros.				100.com.	Version	1.0.2012	
		HITPOINTS					Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012  CLASS RECORDER								
		RENT HP	HP GAINED	HD	C	LASS NAM		33 KE	ВАВ	SKILL	FC HPS	FORT	REF	WILL	LEVELS
STR 14 2 16 -2	⊒l ⊿	4	11	1	ston	espea	aker		0	5	0	2	0	2	1
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CON 16 3 14 2	¬  •														
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INT 12 1 12	TEMPORARY													Н	$\Box$
wis 20 5 18 2	НР	TOTAL H	P 11	FAVORED	stonesp	oakor		OTALS	0	5	0	2	0	2	
CHA 10 0 10	┐┕──			CLASS	Storiesp	Cakei		OTALS							<u>'</u>
ABILITY SCORE &		CONDITIONS	& MISCELLANEOUS T	RACKING						SKIL	LS TAL R/	ANKS A	BILITY T	RANKS FOTAL RAINED	5 MISC
RACIAL NOTES							ROBATIC	s <b>+</b>		_	2	$\perp$	2		=
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AC 20 =10+ 6 2 2	-1 1			ARMOR CHE		* <b>☑</b> CL					2		2		
<b>TOUCH</b> 11 =10+ 2	-1		一一	MAXIMU		<b>∗⊉</b> CR					1	_	1		
	<b>≐</b> ├─├	_		] D SPE			SABLE D			HA (	0	-	0 2		
<b>FLAT-FOOT</b> 18 -10+ 6 2 0	-1 1			FAILU			SGUISE			на (	0		0		
			COMBAT NOTES & MC	DIFIERS			CAPE AR	TIST +		_	2		2		
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CMD 15 =10+ BOB CORE & STA & DEX	-1 2				-	• *□ R::					2		5		
						÷ <b>⊠</b> SF	NSF MO	TIVF	v	vis (	9	1	5	3	=
	S & FEATURES TRAITS, FEATS, AND CHARACT	ER FEATURES					EIGHT O	F HAND +		NT :	5	1	2	3	
Race: Funglet - Humanoid; Plant (AAW:URC 97			ke)			_	EALTH +	'			2	-	2	3	
Large -1 AC & attack; +1 CMB & CMD; Reach 10	)'						JRVIVAL		w	_	5	$\Box$	5		
Minesight: low-light vision & darkvision 90 ft., dazzled in bright						- ∗□ Sw	VIM • SE MAGIO	DEVICE		TR 2	2	_	0	_	
Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stu						. 🗖	DE WIAGIC		STR		$\perp$		+		
						- 🗆			STR						
Natural Armor: +1 AC									STR	$\vdash$	+				
Vulnerability: Fire + 50% damage						- 0			STR	$\perp$	+				
subtype: Audirefunglet									STR						
continuous speak with plants effect						MARK	A ☐ TO SH * SKILL	OW A CLASS CAN BE USE	SKILL. <i>CL</i> D UNTRAI	ASS SKILL	S WITH I	RANKS GA	IN A +3	TRAINED I	BONUS.
Class: Stonespeaker HD: d8; skills: 4+Int Mod (AAW:URC 1	177)					•		RIENCE	_ [		0	/		2,000	
Secrets of the Stone (Sp): listed as spells (3+Wis Mod/day ea						- SLOW	W ☐ MED	IUM 🗹 FAS	т⊔ [	BASE	FLY	sw		CLIMB	MISC
Weapon Prof: all simple + flails, hammers, & pie	<del>_</del>					S	PEED			20					
Armor Prof: light & medium armor + shields						_	INIT	2	<del>,                                    </del>	<u> </u>	2	DEX	<del>-  -</del>		MISC
	lulo					_			늭,			MOD	<u> </u>		MOD
Exploding Earth: 1d6/lvl+Wis Mod dam; range:25 + 5/2						.	HERO								
5' square; DC: 10+lvl/2+Wis Mod for half dam;	Stone Lore						SR			DR					
+1 use for +lvl dam DC +1/4 lvls (lvl+Wis Mod/d	ay) Favored C	avored Class Option: +1/3 of a secret of the stone						RESISTANCES							
	- 0					. —									_
ARMO ARMOR NAME & DESCRIPTION	R & WEAPONS	AC BONUS N	IAX DEX PENALTY S	PELL FAIL TYPE	WEIGHT	POC	OL POI	NTS							
ARMOR Boletann Breastplate		6	5 0	25 M	25.0										
shield heavy Boletann shield		2	0	15	15.0										
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WEAPON NAME & DESCRIPTION		automatic 1d6+5										S	$\neg$		
Exploding Earth	automa	uC			+	$\rightarrow$	25	В		_	ו כו כ	iali da	1111		$\dashv$
sling	+1	+1 1d6+2 20,x					50	В	1.0						

2d6+3

20,x4

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+1+1

	FEATS & SPECIAL ABILITIES							FEATS	& SPECI	AL ABILI	TIES			
Sto	one Lore		USES/DAY	USED	Ш			NA	ME				USES/DAY	USED
-	mor of Stone (Su): +x=4 AC 1 hr/lvl/day				┧┝									
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	Vidersuit Amulet: +60' darkvision (AAW:UCR 105)													
	& stonecunning +2 perception traps & secret doors in stone				J L									
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	WORN MAGIC ITEM EQUIPMENT						BAGS & CC	NTAI	NERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#			CONTAIN	ER			VC	DLUME/WEIGHT	LIMIT/NOTES	i		WEIGHT
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_	CHEST:													
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٠	HEAD:	SILVER						$\vdash$						$\vdash$
H	NECK:	COPPE												
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$\vdash$	RING:			CARRI	ED WE	IGHT		58	116	174		174	GROUND 348	<sub>РUSH</sub> 870
ζ.u	OULDERS:	ARMOR WEAPON	& CURREN		UIPMENT	MISC	TOTAL	0	0		MODIFIED	0	0	0
эн	WRIST:	53.0	S		0.0		53.0	$\vdash$	NT LOAD	LIGHT <b>Z</b>	load MEI	ыим 🗖	HEAV	
	WRIST	JJ.U	1 0.0	<u>′                                      </u>	0.0		30.0	CORRE	LOAD	LIGHT	■ MEI	DIOM <b>U</b>	HEA\	,, <u> </u>

		SPELLS PER DAY		BLO	ODLINES & PATRONS				SPELLS P	ER DAY		
CLASS	S	tonespeaker	LEVEL 1	BLOODLINE/PATRON			CLASS				LEVE	L
SAVE DO	LEVEL	TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON			SAVE DO	LEVEL	TOTAL CLAS	ABILITY SS BONUS	MISC	SPELLS KNOWN
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	」8th				RD SPECIALITY SCHOOL		' ⊨	8th	<b></b>  -	_		
	9th			SPECIALITY				9th				
CLOSE: 25FT + FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL 110	400FT + 40FT / LVL 440	FOCUSED			CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400ft + 40ft / LV	400
	TOTAL			PROHIBITED				IOIAL		ABILITY OTHE		IRRENT POINTS
SPELL POINTS	0			PROHIBITED			SPELL POINTS	0				
					SPELLS							
LEVEL P	REP USED	Each Secret of the		st 3 + Wis Mod tim	es per day	school	. D	URATION	RANGE	SAVE	SR	REFERENCE
		Secrets of the Stor										
1		Magic Stone - Encl	hant three stones	to deal 1d6 +1 da	mage (1d8 for large)	Transmut	ation 3	0 min	touch	none	no	CRB
1		+			all; earth, magma or mud),	Conjura	tion 1	rnd/lvl	close	none	no	CRB
		ghost scorpion, mit	te (gremlin), giant	centipede, or veg	epygmy							
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											-	