Sañırawqulaq Hebeloma Funglet (Audirefunglet) Large Male 8'1" 350 lbs as Videre Spongos RACE & LA SIZE GENDER

the Natural Force

HEIGHT WEIGHT Orv, Darklands

HAIR

luminous EYES

tan SKIN

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

DEX

INT

СНА 0

STR 6

INT 5

СНА 0 0

2

0

3

3

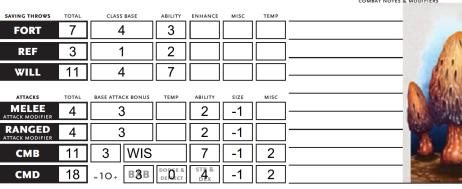
110	ati di Oo	ou	11011	atarar i	5100	OTT, Darmanao						
AGE ALIGN			DEITY			HOMELAND & BACKGROUND OCCUPATION						
LANGUAGES: COI	mmon,	Sylvan,	Terran									
ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP	HITPOINTS CURRENT HP					
STR	14	2	16	-2			CORRENT HP					
DEX	14	2	16	-2			52	_				
CON	16	3	14	2								
INT	12	1	12				NONLETHAL HP DAM TEMPORARY					
wis	24	7	18	4	2		TOTAL HP	_				
СНА	10	0	10				CONDITIONS & M	-				
ABILITY SCORE & RACIAL NOTES												
					ATT	ACKS	& DEFENSE	ľ				
ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE NATURAL DEFLECT MIS	S				
AC	23	=10+	8	3	2	1]1					
TOUCH	11	=10+			2	-1						
FLAT-FOOT	21	=10+	8	3	0	-1						

110

Neutral Good

HITPOINTS				CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
	52	5	stonespeak	er	3	25	0	4	1	4	5			
52														
02														
NONLETHAL HP DAM														
TEMPORARY HP														
TOTAL HP	52	FAVOREI CLASS	stonespeaker	TOTALS	3	25	0	4	1	4	5			
CONDITIONS & M	AISCELLANEOUS T	DACKING				CVII	1.6		F	RANKS	OF.			

⋆□ ACROBATICS ◆ APPRAISE .a Bluff **⊭** Сымв • ₩**☑** CRAFT: MAXIMUM DEX 5 ⋆□ DIPLOMACY 1 SPELL FAILURE 40



)%		DISABLE DEVICE •	DEX			2		
J /0	*•	DISGUISE	СНА	0		0		
	*	ESCAPE ARTIST +	DEX	2		2		
	*•	FLY +	DEX	2		2		
	☐ HANDLE ANIMAL		СНА			0		
	*•	HEAL	WIS	7		7		
6	* 🗹	INTIMIDATE	СНА	0		0		
		Kn: dungeoneering	INT	6	2	1	3	
	✓ KN: engineering		INT	6	2	1	3	
	☑ Kn: geography		INT	5	1	1	3	
	✓ KN: religion		INT	5	1	1	3	
	☐ Kn:		INT			1		
		Kn:	INT			1		
		LINGUISTICS	INT			1		
	* 🗹	PERCEPTION	WIS	15	5	7	3	
	*•	PERFORM:	СНА	0		0		
= 1	Ø	Prof:	WIS			7		
	* 	RIDE +	DEX	2		2		
ape)	÷ 🗹	SENSE MOTIVE	wis	15	5	7	3	
		SLEIGHT OF HAND •	DEX			2		
	Ø	SPELLCRAFT	INT	9	5	1	3	
	* 🗹	STEALTH +	DEX	6	1	2	3	
ne)	* 🗹	SURVIVAL	WIS	11	1	7	3	
, PC)	*•	SWIM +	STR	2		2		
		USE MAGIC DEVICE	СНА			0		
			STR					
			STR					
			STR					

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES									
Race: Funglet - Humanoid; Plant (AAW:URC 97)	weapon focus (pickaxe)								
Large -1 AC & attack; +1 CMB & CMD; Reach 10'	Fungal Conversion: Mushroom-shape (as Tree shape)								
Minesight: low-light vision & darkvision 90 ft., dazzled in bright light	Terra Submersion: Burrow 10' deep into earth								
Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stunning									
Natural Armor: +1 AC									
Vulnerability: Fire + 50% damage									
subtype: Audirefunglet	Stone Steps (Sp): teleport 30'/lvl/day (w/ others)								
continuous speak with plants effect	Toughness: bonus feat								
Class: Stonespeaker HD: d8; skills: 4+Int Mod (AAW:URC 177)	Stoneblood (Ex): 25% ignore critical;								
Secrets of the Stone (Sp): listed as spells (3+Wis Mod/day each)	Favored Terrain (Ex): (Underground) pass w/o trace								
Weapon Prof: all simple + flails, hammers, & picks	+2 initiative, Knowledge (geography), Perception, Stealth, &Survival								
Armor Prof: light & medium armor + shields	Tremorsense: x=10'								
Exploding Earth: 1d6/lvl+Wis Mod dam; range :25 + 5/2 lvls	Stone Lore: listed below								
5' square; DC: 10+lvl/2+Wis Mod for half dam;	Favored Class Option: +1/3 of a secret of the stone								
+1 use for +lvl dam DC +1/4 lvls (lvl+Wis Mod/day)	& +1 use for trip;								

FEATS & FEATURES

EVBEDIENCE [
* SKILL CAN BE USED UNTRAIL	

STR

STR

STR

SLOW MEDIUM	15	5,000	/	23,000						
		BASE	FLY	SWIM	CLIMB	MISC				
SPEED		20								
INIT	2	=	2	EX +		MISC MOD				
HERO										
SR		DR	2 sla	ash						
RESISTANCES acid 4										

	ARMOR & WEAPONS	POOL POINTS						
	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	
ARMOR BOI	etann Breastplate +2	8	5	0	25	М	25.0	
_{shield} hea	vy Boletann shield +1	3		0	15		15.0	

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE TYPE		WEIGHT	AMMO & NOTES	
Exploding Earth	automatic	5d6+7		35	В		DC 19 half dam + add'l effects	
sling	+4	1d6+2	20,x2	50	В	1.0		
pickaxe (2-handed) +2	+4+1+2	2d6+3+2	20,x4		Р	12.0		

FEATS & SPECIAL ABILITIES	S							EATS	& SPECI	AL ABI	LITIES			
Stone Lore	USES/DAY	USED	7 🗆			NA					USES/DAY	USED		
Armor of Stone (Su): +x=4 AC 1 hr/lvl/day					┨╟									
Flaking Armaments (Su): +lvl/2 bleed damage DC 10+lvl+Wish	Лod	(1/day)			┧┝									
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EQUIPMENT & MAGIC ITEM	S						F	OHIDA	MENT &	MAGIC	ITEMS			
# ITEM		QTY / USES	WGT N/A	WEIGHT	*		_	ITEM	TENT OF	MAGIC	TTEMIS	QTY / USES	WGT N/A	WEIGHT
Vidersuit Amulet: +60' darkvision (AAW:UCR 10	5)				┨╟									
& stonecunning +2 perception traps & secret doors in sto	-				┨╟									
a stonecumming +2 perception traps a secret doors in sto	ile				┨┝									
Boletann Breastplate +2 (max dex 5; no dex penalty	v)				┨╟									
- DR/2 slash & acid resist 4	'				┧┝									
heavy steel shield +1 (no dex penalty)	\dashv				1									
	\dashv				┧┝									
pickaxe (2-handed) +2	\dashv				┧┟									
					1									
Headband of Inspired Wisdom +2					1									
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WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	*				CONTAIN	ER	BAGS & CC	IIATN		DLUME/WEIG	HT LIMIT/NOT	res		WEIGHT
BELT:	L													
BODY:	L													
CHEST:	L													
EYES:	L													
FEET:	H		CARRI		CARRIE	D WGT N/A	STORED	*			SURE CA	ARRIED		WEIGHT
HANDS:	PL	ATINUM			<u> </u>									<u> </u>
HEAD:	\vdash	GOLD			<u> </u>			\sqcup						
HEADBAND:	\vdash	SILVER			<u> </u>									
NECK:		OPPER			<u> </u>						ADS &			
RING:								LIGHT	LOAD	LOAD	N	HEAD	GROUND	DRAG & PUSH
RING:	F	RMOR &	CURRENC	$\neg \neg$	ED WE	IGHT MISC	TOTAL	58	116	174	MODIFIED	174	348	870
SHOULDERS:	-	/EAPONS	-	-		MISC	53.0	0	0		LOAD	1 0	0	0
WRIST:	L	53.0	0.0		0.0		33.0	CURRE	NT LOAD	LIGHT	М Г	EDIUM 🗖	HEAV	√Y 🛄

	SPELLS PER DAY			BLOODLINES & PATRONS		SPELLS PER DAY							
CLASS	St	onespeaker	LEVEL 5	BLOODLINE/PATRON		CLASS			LEVE	L			
SAVE DO	LEVEL	TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON		SAVE DC LEVEL	TOTAL CLAS	ABILITY S BONUS	MISC	SPELLS KNOWN			
	0			DOMAINS		o							
18	ıst		1 2	DOMAIN		ıst							
19	2nd		1	SUBDOMAIN		2nd							
	3rd					3rd							
	4th			DOMAIN		4th		$\exists \Box$					
	5th			SUBDOMAIN		5th							
	6th			DOMAIN		6th		ī					
	7th		i i i i i i i i i i i i i i i i i i i	SUBDOMAIN						i i			
\vdash	8th			WIZARD SPECIALITY SCHOOL		8th				iĦ			
	9th			SPECIALITY SPECIALITY		9th							
CLOSE: 25FT +		MEDIUM: [150]	LONG: 400FT + 600	FOCUSED			MEDIUM:		LONG:				
SFT / 2 LVL	35	100FT + 10FT / LVL 150	40FT / LVL	PROHIBITED	5F1	LOSE: 5FT + 7/2 LVL 25	TOFT / LVL	100	LONG: 400FT + 40FT / LV				
SPELL	- 0	CLASS ABILITY OTH	TER CURRENT POINTS	PROHIBITED		SPELL 0	CLASS	BILITY OTHE	.R CU	RRENT POINTS			
POINTS				CDELLC		POINTS							
LEVEL P	REP USED	5 1 0 1 1 1		SPELLS ME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE			
		Secrets of the Stor		st 3 + Wis Mod times per day									
		Secrets of the Stor	ie are divine sper	i-like abilities									
1		Magic Stone - Encl	hant three stones	to deal 1d6 +1 damage (1d8 for large)	Transmutation	30 min	touch	none	no	CRB			
1				emental (young Small; earth, magma or mud),	Conjuration	1 rnd/lvl	close	none	no	CRB			
		ghost scorpion, mit	te (gremlin), giant	centipede, or vegepygmy									
1		speak with animals	s - (underground/l	burrowing creatures only)	Divination	1 min/lvl	close	none	no	CRB			
2		Stone Call - rain of	stone deals 2d6	points of bludgeoning damage in 40' rad	Conjuration	1 rnd/lvl	medium	none	no	APG			
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