Sañırawqulaq Hebeloma Large Funglet (Audirefunglet) Male 8'1" 350 lbs as Videre Spongos tan GENDER WEIGHT EYES RACE & LA SIZE HEIGHT 110 Neutral Good Orv, Darklands
HOMELAND & BACKGROUND OCCUPATION the Natural Force



AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND	D OCCUPATION					0	ROI	JEIP	LAY		G G	AM	OE_/	0		
LANGUAGES: Common, Sylvan, Terran							Origina	al by Neceros.	. Modifie	ed by abel	llius@ya	hoo.com	. Version	1.0.2012			
	HITD	POINTS					CI A	SS RE	COR	DER							
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEN	CURRENT HP		HP GAINED	HD		CLA	ASS NAME	YOU IVE	BAB	SKILL	FC HPS		REF	WILL	LEVELS		
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wis 28 9 18 6 4		TAL HP	102	FAVORE	D	stonespe	aker -	TOTALS	7	50	0	7	3	7	10		
CHA 10 0 10				CLASS					<u> </u>					RANKS			
ABILITY SCORE &		ONDITIONS & MIS					SKIL		ANKS /		TOTAL	50 міsc					
RACIAL NOTES	C C DEFENCE	DEFENCE									2	4	2	_			
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	7 -	一	71	į ,	MUMIXAN	5	∗ ☑ CRAFT:				5	1	1	3			
	=	_	╣]	DEX		*□ DIPLOMAC □ DISABLE D			DEX	0	-	0 2				
FLAT-FOOT 23 -10+ 9 4 0 -	1 1				SPELL FAILURE	40%	*□ DISGUISE				0		0				
	socond (сомва attack @ -	T NOTES & MC	DIFIERS			*□ ESCAPE AF	RTIST +			2		2				
	ISC TEMP SECOND 2	allack W -	- Z DAB				*□ FLY • □ HANDLE A	NIMAL		DEX	2		0				
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CMD 22 = 10 + BAB DOODE & DEX STA & DEX	1 2				-		✓ PROF: *□ RIDE •			DEX	2		9				
					÷ SENSE Mo	TIVF			_	10	9	3					
	& FEATURES	FEATURES FEATS, AND CHARACTER FEATURES								DEX			2				
Race: Funglet - Humanoid; Plant (AAW:URC 97)		weapon focus (pickaxe)								_	14 6	10	2	3			
Large -1 AC & attack; +1 CMB & CMD; Reach 10'		Fungal Conversion: Mushroom-shape (as Tree shape)								_	17	5	9	3			
	_	Terra Submersion: Burrow 10' deep into earth								_	2		2				
Minesight: low-light vision & darkvision 90 ft., dazzled in bright light		rena Submersion. Dunow to deep into earth								НА	_		0				
Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stunr	ing	· 								_	\neg	\neg					
Natural Armor: +1 AC	Underworld Stalker (E	Underworld Stalker (Ex): move unhindered through difficult, rocky terrain								F							
Vulnerability: Fire + 50% damage	Elemental shape	Elemental shape (3/day) as (earth) elemental body III								\vdash	_						
subtype: Audirefunglet	Stone Steps (S	Stone Steps (Sp): teleport 30'/lvl/day (w/ others)									\top						
continuous speak with plants effect	Toughness: bor	Toughness: bonus feat								MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TR * SKILL CAN BE USED UNTRAINED • ARMOR CHECK PENALTY AP							
Class: Stonespeaker HD: d8; skills: 4+Int Mod (AAW:URC 17	<u> </u>	Stoneblood (Ex): 50% ignore critical; immune petrification															
Secrets of the Stone (Sp): listed as spells (3+Wis Mod/day ear				SLOW MEDIUM 2 FAST 100,000 / TO							55,00						
		. , ,	SPEED			20	FLY	, s	w IM	CTIMB	MISC						
Weapon Prof: all simple + flails, hammers, & pic		+4 initiative, Knowledge (geography), Perception, Stealth, &Survival									_	DEX	- -	$\overline{}$	MISC		
Armor Prof: light & medium armor + shields		Tremorsense: x=30'								<u>= L</u>	2	MOD	+ _		MOD		
Exploding Earth: 1d6/lvl+Wis Mod dam; range :25 + 5/2 lv	/ls Stone Lore: list	Stone Lore: listed below															
5' square; DC: 10+lvl/2+Wis Mod for half dam;	Favored Class	Favored Class Option: +1/3 of a secret of the stone								e SR DR 3 slash							
+1 use for +lvl dam DC +1/4 lvls (lvl+Wis Mod/da	y) & +1 use for trip	& +1 use for trip;													_		
	RESISTANCES acid 5																
ARMOR	R & WEAPONS	WEAPONS AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT								POOL POINTS							
Boletann Breastplate +3	AC	9 5 0 25 M 25.0															
SHIELD heavy Boletann shield +2		4 0 15 15.0															
SHIELD TOUTY DOIOLETHI SHIELD 12		7 0 13 15.0															
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS																
Exploding Earth	automatic		10d6+9				50	В	_	_	C 24 h	nalf da	ım + a	dd'l ef	fects		
Lalina	. 0	146.12							1 10	۱ I							

+8

+8+1+4

sling

pickaxe (2-handed) +4

1d6+2

2d6+3+4

20,x2

20,x4

50

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12.0

	FEATS & SPECIAL ABILITIES	3						F	EATS 8	& SPECI	AL ABII	LITIES			
St	one Lore	USES/DAY	USED		dditional	Feats & Class	NAN	ИΕ				USES/DAY	USED		
	mor of Stone (Su): +x=6 AC 1 hr/lvl/day				Summoning Mastery (Ex): Augment Summoning +4 Str & Cor										
	aking Armaments (Su): +lvl/2 bleed damage DC 10+lvl+WisM					ummoning: ac									
Earth Glide (Su): move through earth at base speed for 1 min/lvl/day						- I		e Secret (x2)							
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Ж	EQUIPMENT & MAGIC ITEMS	S	QTY / USES	WGT N/A	WEIGHT	* **		E	QUIPM	IENT & I	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
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	Vidersuit Amulet: +60' darkvision (AAW:UCR 105	-				┨┝									
	& stonecunning +2 perception traps & secret doors in ston	ie				┩┝	-								
		+				$\dashv \vdash$									
	Boletann Breastplate +3 (max dex 5; no dex penalty	<u>'</u>				$\dashv \vdash$	-								
	- DR/2 slash & acid resist 4	+				$\dashv \vdash$	-								
	heavy steel shield +2 (no dex penalty)	+				┨┝									
	- DR/1 slash & acid resist 1	+				$\dashv \vdash$	-								
	pickaxe (2-handed) +4	\dashv				$\dashv \vdash$									
	Llandhand of Inchinad Windows 14	+				$\dashv \vdash$									
	Headband of Inspired Wisdom +4	+				$\dashv \vdash$							\vdash		
	Ring of Improved Exploding Earth	+				$\dashv \vdash$									
	- adds magic, silver, adamantine and cold iron	+				$\dashv \vdash$									
	to Exploding Earth for the purposes of overcoming DI	R				┨╟									
	- increases range of Exploding Earth by 50' (1/day)	\rightarrow				┨┝									
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	EQUIPMENT SLOTS FOR MAGIC ITEMS	퓩				CONTAIN	ER	BAGS & CC	AN DAIN	VO	LUME/WEIGI	HT LIMIT/NOT	ES		WEIGHT
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	FEET:	D.	ATINIIIA	CARRI			D WGT N/A	STORED	×			TREASURE	MMILD		WEIGHT
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	HEAD:	⊢	SILVER			+									
н	NECK:	⊢	OPPER			+			<u></u>						
	RING:	\vdash							LIGHT	MEDIUM	HEAVY	ADS &	LIFT ABOVE		DRAG &
	RING:				ARRI	ED WE	IGHT		58	116	174	N	174	348	870
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	SPELLS PER DAY						BLC											
CLASS	s ;	Stonespeaker LEVEL 10					LOODLINE/PATRON			CLASS							L	1
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CLOSE: 25FT +	50	MEDIUM: 100FT + 2	00	LONG: 400FT +	800)	FOCUSED			251	OSE: FT +	25	MEDIUM: 100FT +	1 100 l		LONG: 400FT +	⊦ I 4∩∩	_
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LEVEL	PREP USI	and the same of th	at of the	Ctono	oon ho		DESCRIPTION		scно	OL	DI	JRATION	RANGE	SA	VE	SR	REFERENCE	
		Secrets of					+ Wis Mod tim	nes per day								\vdash		_
								xtra stone secret feats										_
1			Add'l stone secrets due to favored class option and extra stone secret feats Magic Stone - Enchant three stones to deal 1d6 +1 damage (1d8 for large)									Transmutation 30 min				no	CRB	_
1							ntal (young Sm	Conjuration 1 rnd/lvl				touch		ne ne	no	CRB	_	
							ntipede, or veg		,								_	
1		speak with	Divina	Divination 1 min/lvl			close	no	ne	no	CRB	_						
																		_
2		Stone Call	Stone Call - rain of stone deals 2d6 points of bludgeoning damage in 40' rad									rnd/lvl	mediu	m no	ne	no	APG	
2		summon na	ature's a	ally II - s	summoi	n cave	scorpion, darl	Conjur	Conjuration 1 r			close	no	ne	no	CRB		
		(Small; earth	(Small; earth, magma or mud), flumph, goblin dog, goblin snake, gryph, jinkin (gremlin), vexgit															
2		Burrow - ga	Transmi	Transmutation			touch	n w	/ill	yes	UM							
3		Stone shap	Transmi	utation	ir	stant	touch	n no	ne	no	CRB							
3		summon na	Conjur	ation	1	rnd/lvl	close	no	ne	no	CRB							
			fungus leshy, nuglub (gremlin), slurk, yellow musk creeper															_
3			Transmute Rock to Mud - up to two 10-ft. cubes/level									instant		_	ne	no	CRB	
4		wall of ston	wall of stone - conjure wall 1" thick/4 levels & 5' square/lvl									stant	mediu	m no	ne	no	CRB	
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