

Hebeloma

PLAYER				
8'1"	350 lbs	as Videre Spongos	luminous	tan
HEIGHT	WEIGHT	HAIR	EYES	SKIN
Orv, Darklands				
HOMELAND & BACKGROUND OCCUPATION				



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

ARMOR CLASS

TOTAL

AC

25

-10+

9

4

2

-1

1

ARMOR

SHIELD

DEX

SIZE

DODGE

NATURAL

DEFLECT

MISC

TEMP

ARMOR CHECK PENALTY

0

TOUCH

11

-10+

2

-1

MAXIMUM DEX

5

FLAT-FOOT

23

-10+

9

4

0

-1

1

SPELL FAILURE

40%

SAVING THROWS

TOTAL

CLASS BASE

ABILITY

ENHANCE

MISC

TEMP

FORT

10

7

3

REF

5

3

2

WILL

16

7

9

ATTACKS

TOTAL

BASE ATTACK BONUS

TEMP

ABILITY

SIZE

MISC

MELEE

8

7

2

-1

RANGED

8

7

2

-1

CMB

17

7

WIS

9

-1

2

CMD

22

-10+

7

DODGE & DEFLECT

SIZE & DEX

-1

2

second attack @ +2 BAB

[illegible]

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

FEATS & FEATURES	
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	Underworld Stalker (Ex): move unhindered through difficult, rocky terrain
Vulnerability: Fire + 50% damage	Elemental shape (3/day) as (earth) elemental body III
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): 50% ignore critical; immune petrification
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	+4 initiative, Knowledge (geography), Perception, Stealth, & Survival
Armor Prof: light & medium armor + shields	Tremorsense: x=30'
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;

EXPERIENCE		105,000		/		155,000	
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>					
SPEED		BASE	FLY	SWIM	CLIMB	MISC	
		20					
INIT	2	=	2	DEX MOD	+		MISC MOD
HERO							
SR		DR	3 slash				
RESISTANCES	acid 5						
POOL POINTS							

ARMOR & WEAPONS							POOL POINTS			
ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT			
ARMOR	Boletann Breastplate +3	9	5	0	25	M	25.0			
SHIELD	heavy Boletann shield +2	4		0	15		15.0			

WEAPON NAME & DESCRIPTION		ATTACK MODIFIERS		DAMAGE		CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES	
Exploding Earth		automatic		10d6+9			50	B		DC 24 half dam + add'l effects	
sling		+8		1d6+2		20,x2	50	B	1.0		
pickaxe (2-handed) +4		+8+1+4		2d6+3+4		20,x4		P	12.0		

[illegible][illegible]

BAGS & CONTAINERS

☞	CONTAINER			VOLUME/WEIGHT LIMIT/NOTES			WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
53.0	0.0	0.0		53.0

TREASURE CARRIED

☞	TREASURE			WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

