Sokos Hebeloma

Funglet (Audirefunglet) Large Male 8'6" 400 lbs light blue purple & white WEIGHT GENDER EYES SKIN RACE & LA SIZE HEIGHT HAIR Neutral Good 122 AGE Orv, Darklands
HOMELAND & BACKGROUND OCCUPATION the Natural Force



AGE ALIGNMENT DEITY	HOMELAND & BACKGRO	UND OCCUPA	TION		ROLEPLAYING GAME C														
LANGUAGES: Common, Sylvan, Undercommon, Terran, V	egepygmy, Druidic		Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012																
	LII.	HITPOINTS								CLASS RECORDER									
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ATTAC	KS & DEFENSE							*□ APPRAISE	NT 3	_		3							
ARMOR CLASS TOTAL ARMOR SHIELD DEX	SIZE DODGE NATURAL	DEFLECT	MISC	ТЕМР	1		=	∗ <b>□</b> Bluff		CH	-A 0			0					
AC 19 =10+ 6 2 1	-1   1			]	ARM	OR CHECK PENALTY	-3	* <b>☑</b> CLIMB •			TR -2	_		1					
<b>TOUCH</b> 10 = 10+	-1				]	MAXIMUM	3	★☑ CRAFT:  ★☑ DIPLOMACY	Y	CH	NT 3	_		3					
	<u>-1</u> 1							☐ DISABLE DI	EX			1							
<b>FLAT-FOOT</b> 18 -10+ 6 2 0	_1	الــــا		]	]	FAILURE	40%	*□ Disguise		CH	_	_		0					
			СОМВАТ	NOTES & MO	DIFIERS			*□ ESCAPE ART	TIST +		EX -2	o		1					
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC TEMP							*☑ FLY • ☑ HANDLE AT	NIMAL	CI	_	_	1	0	3				
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ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE MISC		275	100	Q	White.		☐ KN: (alcana	<b>a</b> )		NT 4		<del>'  </del>	3					
MELEE 0 0 1	-1						-	☐ Kn:		П	NT			3					
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ATTACK MODIFIER U	<u> </u>				•			□ LINGUISTIC     ★☑ PERCEPTIO			ris 9	+	1	5	3				
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FEAT	S & FEATURES	EATURES									ris 5			1					
CLASS FEATURES, RACIAL	TRAITS, FEATS, AND CHARACTER F	FEATS, AND CHARACTER FEATURES							☑ SPELLCRAFT I				1	3	3				
Race: Funglet - Humanoid; Plant (AAW:URC 97		Fungal Conversion: Mushroom-shape (as Tree shape)						*□ STEALTH •  *☑ SURVIVAL			EX -2	_	1	5	2	2			
Large -1 AC & attack; +1 CMB & CMD; Reach 1	<u>0'                                    </u>								- * <b>☑</b> Swim •				-	1	3				
Minesight: low-light vision & darkvision 90 ft., dazzled in bright	light									CI	HA .	ユ		0					
Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & str	unning									STR	$\vdash$	+	_						
Natural Armor: +1 AC										STR		+							
Vulnerability: Fire + 50% damage										STR									
subtype: Audirefunglet									STR STR										
continuous speak with plants effect										SKILL. CL	ASS SKILLS	S WITH F	RANKS GA	IN A +3	TRAINED	BONUS.			
Class: Druid HD: d8; skills: 4+Int Mod										* SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES									
·	enear							SLOW MED		ST D BASE FLY			/ 2,000						
Weapon Prof.: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling,										SPEED					CLIMB	MISC			
Armor Prof: Light & Medium Armor & shields (no me	<u> </u>										20 = [	1	DEX	+		MISC			
Spontaneous Casting: Use slot for Summon Nature's										۳,		I	MOD			MOD			
Nature Bond: Mushroom Domain (AAW:URC 1		HERO																	
Nature Sense (Ex) +2 Knowledge (nature) & Sun								SR			DR								
Wild Empathy (Ex) Improve attitude of wild plant/fur	Explosive Caps (S	Su): Throw	explosiv	ve mushro	om car	s (3+Wis	Mod/day)	RESISTAN	ICES im	nmune	e disea	ase							
_ ARMC	OR & WEAPONS							POOL POI	NTS	П									
ARMOR NAME & DESCRIPTION	A-W WEAT ONS	AC BONUS		PENALTY S		TYPE	WEIGHT												
ARMOR Boletann Breastplate		6	5	0	25	М	25.0												
SHIELD heavy Boletann shield		2		0	15		15.0												
WEAPON NAME & DESCRIPTION	ATTACK MODIFIER	ATTACK MODIFIERS DAMAGE CRITIC							CAL RANGE TYPE WEIGHT					AMMO & NOTES					
explosive caps	+0							0,x2 20 B ranged touch							k				
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Н	Vidersuit Amulet: immune to all disease (incl. magical) (AAW:UCR 104)	,			1								
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н	EADBAND:	SILVER	_					$\parallel \uparrow \parallel$					
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$\vdash$	RING:			CARRII	ED WE	IGHT		44	LOAD 88	132	132	264	660
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	SPELLS PER DAY							BLOODLINES & PATRONS								SPE	LLS P	ER DAY				
CLAS	s	Druid LEVEL 1						BLOODLINE		CLA	ASS					LEVE	L	]				
SAVE	DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN		BLOODLINE	E/PATRON				SA	VE DC	LEVEL	TOTAL	CLAS	ABILITY S BONUS	MISC	SPELLS KNOWN	
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											SPELLS											
O	PREP	USED	Create Water - Creates 2 gallons/level of pure water.										SCHOO! Conjura		DU	IRATION	RA	NGE	SAVE	SR	CRB	
0			Detect Magic - Detects spells and magic items within 60 ft.										Divinat	ion							CRB	_
0			Detect Poison - Detects poison in one creature or object.										Divinat	ion							CRB	
0			Guidance -+1 on one attack roll, saving throw, or skill check.										Divinat	ion							CRB	
0			Know Direction - You discern north.										Divinat	ion							CRB	
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.										Transmut	ation							CRB	_
0			Read Magic - Read scrolls and spellbooks.										Divinat								CRB	_
0			Resistance - Subject gains +1 bonus on saving throws.										Abjurat							CRB	_	
0			Stabilize - Cause a dying creature to stabilize.										Conjuration								CRB	_
1	1		Modicinal Mushrooms, provides full meal and aurea pausants districts and aurea									aggered	Transmut	lay/lvl	to	uch	none	no	AAW:UR	_		
1			Medicinal Mushrooms - provides full meal and cures nauseated, shaken, sickened, or stagger Charm Animal - Makes one animal your friend.										Enchanti	_		iay/ivi	100	JOH	Hone	110	CRB	_
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1									in 40-ft.				Transmut								CRB	_
1			Obsc	uring M	/list - F	og sur	rounds	you.					Conjura	ition							CRB	_
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1			Spea	k with <i>i</i>	Animal	s - You	ı can c	omm	nunicate	with ani	mals.		Divinat	ion							CRB	
1			Sumr	non Na	ature's	Ally I -	Sumn	mons	creature	to fight	t.		Conjura	ition							CRB	
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