Sokos Hebeloma

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



AGE ALIGNMENT THE NATURAL FORCE DEITY	Orv, Darklands		ON				4	ROL	EPI	LAY	71000	G G	AM	Œ/	C
LANGUAGES: Common, Sylvan, Undercommon, Terran, Vegepygmy, Druidic Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012															
		CLA	SS RE	COR	DER										
STR 12 1 14 -2	CURRENT	POINT	HP GAINED	HD			SS NAME	OU KE	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
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CHA 10 0 10		OTAL HP		CLAS	s	Psilocyl	DIST T	OTALS	3	35	0	4	1	4	5
ABILITY SCORE & CONDITIONS & MISCELLANEOUS TRACKING										SKIL		ANKS AE		RANKS TOTAL RAINED	35 міsc
RACIAL NOTES	KS & DEFENSE						★□ ACROBATIC  ★□ APPRAISE	:s ◆		_	-2 3	$\rightarrow$	3		
	SIZE DODGE NATURAL	DEFLECT	MISC TEMP	_			*□ BLUFF			_	0	-	0		
AC 22 =10+ 8 3 1	-1   1			ARM	OR CHECK PENALTY	-3	*☑ CLIMB •			_	_	1	1	3	
<b>TOUCH</b> 10 = 10+	-1				MAXIMUM DEX	3	∗☑ Craft:  *☑ DIPLOMAC	Υ			7	1	3	3	
FLAT-FOOT 21 -10+ 8 3 0	-1 1			Ī	SPELL FAILURE	40%	DISABLE D	EVICE +		DEX	$\perp$	ightharpoons	1		
			OMBAT NOTES & N	10 DIFIERS	. ALLONE		*□ Disguise *□ Escape Ar	TIST +		_	-2	+	0		
	MISC TEMP						* <b>☑</b> FLY •		D	DEX	2	1	1	3	
FORT 6 4 2								NIMAL			_	1	7	3	
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CMD 16 =10+ B3B   DO O E & STD &	-1 2		- 100	04177			PROF:			_	_	1	7	3	
DENCECT DEX		Seller (Order #1	12064792)			. 100	*☑ RIDE • ±☑ SENSE MO	T11/F		_	7	1	7	3	
FEAT:	S & FEATURES						SLEIGHT O			DEX	+	+	1		
CLASS FEATURES, RACIAL RACE: Funglet - Humanoid; Plant (AAW:URC 97	raits, feats, and character fi ) Fungal Conve		ıshroom-sh	nane (a	e Tree	shane)	SPELLCRAF	т			_	5	3	3	
Large -1 AC & attack; +1 CMB & CMD; Reach 10							*□ STEALTH • *☑ SURVIVAL			_	-2 17	5	7	3	2
Minesight: low-light vision & darkvision 90 ft., dazzled in bright						.11	* <b>⊿</b> Swiм •			_	2	1	1	3	
	<u> </u>	Conjurati	1011) +1 10	SCHOO	I DC		USE MAGIC	C DEVICE	STR	НА	$\perp$	$\rightarrow$	0		
Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stu	nning								STR		$\equiv$	$\dashv$			
Natural Armor: +1 AC	<del></del>								STR STR	+	+	+	_		
Vulnerability: Fire + 50% damage									STR						
subtype: Audirefunglet							MARK A TO SH	10W + C: : 2	STR	ASC CITC		DANKS		TRAIN	
continuous speak with plants effect				* SKILL	TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS CAIN A +3 TRAINED BONUS. SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES										
Class: Druid HD: d8; skills: 4+Int Mod							EXPER	RIENCE DIUM 🗹 FAS	ST 🗖 📗	1	15,000	) /	2	23,000	0
Weapon Prof.: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, s				-			CREED		<b>—</b> [	BASE	FLY	sw	/IM	CLIMB	MISC
Armor Prof: Light & Medium Armor & shields (no me					ey and	plants	SPEED		_	20	+-	DEX		$\overline{}$	MISC
Spontaneous Casting: Use slot for Summon Nature's		ep (Ex) - I	leave no ti	race			INIT	1	Щ,	<u> </u>	1	MOD .	<u> </u>		MOD
Nature Bond: Mushroom Domain (AAW:URC 1		. , .					HERO								
Nature Sense (Ex) +2 Knowledge (nature) & Survival Explosive Caps (Su): Throw explosive mushroom caps (3+WisMod/day)							SR			DR	2	slash			
Wild Empathy (Ex) Improve attitude of wild plant/fungus Archetype: Fungal Pilgrim (HotD 16)							RESISTAN	ICES in	nmune	e dise	ease,	==== acid ⊿	1		
ADMOD & WEADONS							POOL POI		T						
ARMOR & WEAPONS  ARMOR NAME & DESCRIPTION  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT							- POOL POI	WID.		_		_			
ARMOR Boletann Breastplate +2		8	5 0	25	М	25.0	)								
shield heavy Boletann shield +1 3 0 15 1															
WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITIC							RANGE	TYPE	WEIGH	IT .		АММС	& NOTE	s	
explosive caps	+3		1d6 +1/2 l	vls for	ce dam	20,x2	2 20	В		ra	nged	touch	attac	k	
I was a							. 1			. I .					

2d6+1+2

20,x4

P,S

10.0

+trip

+3+2

scythe+2

	FEATS & SPECIAL ABILITIES						F	EAT	s &	SPECI/	AL ABII	LITIES			
	NAME		USES/DAY	USED					NAME					USES/DAY	USED
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	EQUIPMENT & MAGIC ITEMS	,	,				E	QUIF	МЕ	NT & I	MAGIC	ITEMS			
ж	ITEM	QTY / USES	WGT N/A	WEIGHT	#			ITE	м				QTY / USES	WGT N/A	WEIGHT
	Vidersuit Amulet: immune to all disease (incl. magical) (AAW:UCR 104)				1										
					┪┢										
Т	Boletann Breastplate +2 (max dex 5; no dex penalty)				┧┝										
	- DR/2 slash & acid resist 4				1										
Н	heavy boletan shield +1 (no dex penalty)				┧┟										
	(in conference)				┧┟										
$\vdash$	scythe (2-handed) +2				┧┝										
$\vdash$	coyuna (2 manada) - 2				┨╟										
	Headband of Inspired Wisdom +2				┨╟										
_	Trouband of mopriod Wildom 12				┨┝	+									
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	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTA	INE	RS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS  BELT:	#			CONTAIN	ER				VO	LUME/WEIGI	HT LIMIT/NO	TES		WEIGHT
_	BODY:														
_	CHEST:														
_	EYES:														
_				CU	RRENC	CY					TREAS	SURE C	ARRIED		
$\vdash$	FEET:	LATINUM	CARE		CARRIE	D WGT N/A	STORED	Ħ				TREASURE			WEIGHT
_	<b> </b>	GOLD			+			$\vdash$							+
_	HEAD:	SILVER			-			Н							+
HE	ADBAND:	COPPER			-			$\square$							<u></u>
<u> </u>		COPPER			-			LIG	нт Г	MEDIUM	LO	ADS &	LIFT LIFT ABOVE	LIFT OFF	DRAG &
_	RING:			2422				4	AD	LOAD 88	LOAD	N	HEAD	GROUND 264	PUSH 660
_		ARMOR &	CURREN		ED WE	MISC	TOTAL	$\vdash$	$\overline{}$		102	MODIFIED		_	+
SH		WEAPONS	-	_		INITSC				0	<u> </u>	LOAD	0	0	0
	WRIST:	50.0	0.0		0.0		50.0	CUR	RENT	LOAD	LIGHT	Ц м	IEDIUM 🗹	HEA	VY 🔲

			SPELLS PER DAY BLOODLINES & PATRONS	S		SPELLS PER DAY		
CLA	ss		Druid LEVEL 5 BLOODLINE/PATRON		CLASS		LEVE	L
			ABILITY SPELLS BLOODLINE/PATRON			ABILITY	I	SPELLS
	7 T	O	TOTAL CLASS BONUS MISC KNOWN		SAVE DC LEVEL	TOTAL CLASS BONUS	MISC	KNOWN
<b>=</b>	=		DOMAINS				1	
	=	1st	6 3 2 1 DOMAIN Mushroom		1st			╬
	9 :	2nd	5 2 2 1 SUBDOMAIN		2nd		<u> </u>	
2	20	3rd	4 1 2 1 DOMAIN		3rd			
		4th			4th			
	$\overline{}$	5th	SUBDOMAIN		5th			
	Ħ	6th	DOMAIN		6th		i —	i III
F	=	7th	SUBDOMAIN					╬
H	=	•			7th			-
<u> </u>	=	8th	WIZARD SPECIALITY SCHO	OL	8th		<u> </u>	Щ.
		9th	SPECIALITY		9th			
CLOSE: 25FT + 5FT / 2 LV	35	5	MEDIUM: 100FT + 150		CLOSE: 25FT + 5FT / 2 LVL 25	MEDIUM: 100ft + 10ft / LVL 100	LONG 400ft 40ft / 1	+   400
		TOTAL	CLASS ABILITY OTHER CUKKENT POINTS PROHIBITED		TOTAL	CLASS ABILITY OTH	,	UKRENT POINTS
SPE	LL NTS	0	PROHIBITED		SPELL 0			
			SPELLS					
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR	REFERENCE
			Create Water - Creates 2 gallons/level of pure water.	Conjurati			+	CRB
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination			+	CRB
0			Detect Poison - Detects poison in one creature or object.	Divination			+	CRB
0			Guidance -+1 on one attack roll, saving throw, or skill check.	Divination			-	CRB CRB
0			Know Direction - You discern north.	Divinatio			+	
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmuta			-	CRB
0			Read Magic - Read scrolls and spellbooks.	Divination			+	CRB
0			Resistance - Subject gains +1 bonus on saving throws.	Abjuration			+	CRB
0			Stabilize - Cause a dying creature to stabilize.	Conjurati	on		+	CRB
1	4		Madicinal Mushrooms are idea full and our analysis and about a ideas of a	T	tion 4 do://ul	touch none		AAW:URC
<u> </u>	1		Medicinal Mushrooms - provides full meal and cures nauseated, shaken, sickened, or stagge			touch none	no	CRB
<u> </u>			Charm Animal - Makes one animal your friend.	Enchantm			+	
⊢			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjurati				CRB
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transmuta				CRB
1			Obscuring Mist - Fog surrounds you.	Conjurati				CRB
1			Ray of Sickening - Ray makes the subject sickened.	Necroma	-			UM
1			Speak with Animals - You can communicate with animals.  Summon Nature's Ally I - Summons creature to fight.	Divination			+	CRB CRB
⊢⊢			Summon realure's Ally 1 - Summons creature to light.	Conjurati	OH		+	OND
$\vdash$							+	
<u> </u>	4		Devinberal Funcia 14/4 by Developing immunity fleating blinder 10	Transmit	tion 1 mad/bd	noroanal mar-	-	A A \ A \ A \ A \ \ A \
2	1		Peripheral Fungi - +1/4 Ivl Perception, immunity flanking, blindsense 10' Fiber Shape - as wood shape but with a mound of mushrooms	Transmuta		personal none	no	AAW:URC
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	Evocation		touch will	yes	ACG
2			Aggressive infinitericioud - Flying storm cloud deals 3do electricity darnage.  Alter Summoned Monster -swap a creature summoned by a conjuration spell for a creature you could summoned.					MSH
2							+	CRB
			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmuta			+	
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmuta			+	CRB
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transmuta				CRB
2			Summon Nature's Ally II - Summons creature to fight.	Conjurati			+	CRB
2			Wilderness Soldiers - Nearby plants/fungi aid you in combat.	Transmuta	ition		+	UC
<u> </u>	4		Fungal Infactation 142 Charisma dorse attacks and 140 bland down	No	nov 4 dO -1	touch for	1/5 *	1.15.4
3	1		Fungal Infestation - 1d3 Charisma dam; attacks add 1d6 bleed damage	Necroma	-	touch fort	yes	UM
3			Aqueous Orb - Creates rolling sphere of water.	Conjurati			+	APG
3			Burrow - Target gains a burrow speed of 15.	Transmuta			+	UM
ı o	1	1	Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.	Evocation	ווע	1 1	1	CRB

Conjuration

CRB

Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).

3

· ·			SPELLS			~	v.	700 - 20	
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Dominate Animal - One animal obeys your silent mental commands and orders.						CRB
3			Meld into Stone - You and your gear merge with stone.	Transmutation					CRB
3			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Abjuration					CRB
3			Plant Growth - Grows vegetation, improves crops.	Transmutation					CRB
3		_	Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.	Necromancy					CRB
3			Remove Disease - Cures all diseases affecting subject.						CRB
				Conjuration					
3			Summon Nature's Ally III - Summons creature to fight.	Conjuration					CRB
3			Thorny Entanglement - As entangle, plus plants make ranged attacks.	Transmutation					ACG
3			Water Breathing - Subjects can breathe underwater.	Transmutation					CRB
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