Sokos Hebeloma

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



AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OC	CUPATION				ROL	EPI	AY	UDIC	GA	DOCE	O
LANGUAGES: Common, Sylvan, Undercommon, Terran, Vege	pygmy, Druidic					Original by Neceros.	Modified	by abelliu	us@yaho	o.com. Vers	ion 1.0.201	2
ENIGONOES.	■ HITPO	INITC				CLASS REC	CODE	)ED				
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	CURRENT HP	HP GAINED	HD		CL	ASS NAME	ВАВ		FC HPS	FORT R	EF WILL	LEVELS
STR 12 1 14 -2		42	5		l	Druid	3	35	0	4	1 4	5
DEX 12 1 14 -2	∐ 51	8	1		Psi	locybist	0	5	1	0 (	) 1	1
CON 14 2 12 2	NONLETHAL							_	$\dashv$			Ш
INT 16 3 16	NONLETHAL HP DAM TEMPORARY						$\sqcup$	_	_		$\perp$	Ш
wis 24 7 18 4 2	НР		FAVORE	D					_	_		+
CHA 10 0 10	TOTAL	<u> </u>	CLASS		Psilocy	bist TOTALS	3	40	1	4   '		6
ABILITY SCORE &	CONDIT	TIONS & MISCELLANEOUS T	TRACKING					SKILL TOTA		NKS ABILIT	RANKS TOTAL Y TRAINED	40 MISC
RACIAL NOTES	0 DEFENCE					*□ ACROBATICS •	DE	_	${\overline{}}$	1		
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE	& DEFENSE  DODGE NATURAL DEFLEC	CT MISC TEMP				*□ Appraise  *☑ Bluff	CH	_	_	0		
AC 22 <sub>-10+</sub> 8 3 1 -1			ARM	OR CHECK PENALTY	-3	*☑ CLIMB +	ST	_	_		3	
<b>TOUCH</b> 10 -10+ 1 -1	i====		į,	MAXIMUM DEX	3	*☑ CRAFT: akchemy *☑ DIPLOMACY	CH	_	_	1 3	3	
			1	SPELL		DISABLE DEVICE +	DE	_	+	1		
FLAT-FOOT 21 -10+ 8 3 0 -1			]	FAILURE	40%	*□ DISGUISE	СН			0		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC	TEMP	COMBAT NOTES & MO	DDIFIERS			*☐ ESCAPE ARTIST •  *☑ FLY •	DE	_	_	1 1	3	
FORT 6 4 2						✓ HANDLE ANIMAL	СН	_	_	2 0	3	
			_			*☑ HEAL	w	_	_	<u> </u>	3	
REF         2         1         1	<u> </u>	AN AN	Mili			*□ INTIMIDATE  ☑ Kn: (geography)	CH	Ť	_	1 3	3	
WILL 12 5 7						✓ KN: (geography)	IN	_	$\overline{}$	3 3	3	2
		derte		1100		☑ Kn: (arcana)	IN	NT 12	2 6		3	
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE	MISC			1115		✓ KN: dungeoneering	IN.	_	+	3		
ATTACK MODIFIER 3 3 1 -1						✓ KN: religion  KN:	11	_	+	3		
RANGED 3 3 1 -1			0.6	6.7		LINGUISTICS	IN	NT		3		
<b>CMB</b> 11 3 WIS 7 -1	7 2			midle		<b>★</b> PERCEPTION	W		_	_	3	
						*□ PERFORM: ☑ PROF:	CH W	_	_	1 7	3	
CMD 16 -10+ B3B   DoDGE & DEX   -1	2	Order #12054792)	1		. 10	*☑ RIDE •	DE		_	1 1	3	
						÷ ✓ Sense Motive	w		1	_	3	
	FEATURES  , FEATS, AND CHARACTER FEATURES	5				☐ SLEIGHT OF HAND ◆ ☑ SPELLCRAFT	DE	_	,	3 3	3	
Race: Funglet - Humanoid; Plant (AAW:URC 97)	Fungal Conversion	: Mushroom-sh	ape (a	s Tree	shape)	*□ STEALTH •	DE	_	_	1	+ -	
Large -1 AC & attack; +1 CMB & CMD; Reach 10'	Terra Submersion	n: Burrow 10' d	eep in	ito earl	 th	<b>∗</b> Survival	w	_	_	5 7	3	2
Minesight: low-light vision & darkvision 90 ft., dazzled in bright light	Spell Focus (Conj	iuration) +1 to s	chool	DC		★☑ SWIM ◆ ☑ USE MAGIC DEVICE	ST CH		1	1 1	3	
Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stunning		jarano, . 10 c					STR		+	<del>                                     </del>		
	-					_	STR		工			
Natural Armor: +1 AC	-						STR	-	+			
Vulnerability: Fire + 50% damage							STR	$\vdash$	+			
subtype: Audirefunglet							STR		$\perp$			
continuous speak with plants effect						MARK A TO SHOW A CLASS S	SKILL. CLA D UNTRAIN	SS SKILLS	WITH RA	ANKS GAIN A	+3 TRAINE	D BONUS.
Class: Druid HD: d8; skills: 4+Int Mod						EXPERIENCE SLOW ☐ MEDIUM ☑ FAS	,	23	3,000	/	35,00	00
Weapon Prof.: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear	Spore Spawning: add 1 fu	ungal creature (B4 11	6) to sur	mmon spe	ell (1/day)			BASE	FLY	SWIM	CLIMB	MISC
Armor Prof: Light & Medium Armor & shields (no metal)	Resist Nature's Lu	ure (Ex) +4 sav	e vs fe	ey and	plants	SPEED	_	20				
Spontaneous Casting: Use slot for Summon Nature's Ally	Trackless Step (E	x) - leave no tra	ace			INIT 1	:	=		MOD +		MISC MOD
Nature Bond: Mushroom Domain (AAW:URC 105)	Woodland Stride (Ex) (	(underground) mov	e throu	gh difficu	ult terrain	HERO						
Nature Sense (Ex) +2 Knowledge (nature) & Survival	Explosive Caps (Su): Throw	v explosive mushroom c	aps (3+W	/isMod+2*	Psi lvl/day)	SR	=	DR	2 s	lash		
Wild Empathy (Ex) Improve attitude of wild plant/fungus	Archetype: Funga	al Pilgrim (HotD	16)			RESISTANCES im	muno					$\dashv$
							ıındıle T	uisea	130, 8	10IU 4		
ARMOR & ARMOR & DESCRIPTION	WEAPONS AC BON	NUS MAX DEX PENALTY	SPELL FAIL	ТҮРЕ	WEIGHT	POOL POINTS	L					
ARMOR Boletann Breastplate +2	8	5 0	25	М	25.0							
<sub>SHIELD</sub> heavy Boletann shield +1	3	0	15		15.0							
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DA	MAGE		CRITICA	AL RANGE TYPE	WEIGHT			AMMO & N	IOTES	

WEAFOR NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CKITICAL	KANGE	11176	WEIGHI	AMIMO & NOTES
explosive caps	+3	1d6 +1/2 lvls force dam	20,x2	20	В		ranged touch attack
scythe+2	+3+2	2d6+1+2	20,x4		P,S	10.0	+trip

	FEATS & SPECIAL ABILITIES								FEATS	& SPEC	IAI ARI	LITIES			
Pr	NAME estige Class: Psilocybist HD: d8; skills: 2+Int Mod (AAW		RC 98)	USES/DAY	USED	16			N.	AME	IAL ADI			USES/DAY	USED
	eapon and Armor Proficiency: No additional proficie					$\dashv \vdash$									
	mains: Trickery Domain & Deception Subdomain; Continue Mushro					$\dashv \vdash$									
	pore Generation (Su): create mushroom from nothin					┨╟									
_	food for 1 creature/lvl & +2 exploding caps/day	9				┨╟									
	Ingal Flurry (Ex): throw three explosive caps/rnd @ -	2				$\dashv \vdash$									
	Sudden Shift (Sp): teleport 10' (3+Wis Mod/day)					$\dashv \vdash$									
_	Sudden Shirt (Sp). teleport 10 (3+vvis wod/day)					$\dashv \vdash$									
						$\dashv \vdash$									
						$\dashv \vdash$									
	EQUIPMENT & MAGIC ITEMS	5	Ļ					=	QUIPI	MENT &	MAGIC	ITEMS			
Ħ	ITEM	ľ	QTY / USES	WGT N/A	WEIGHT	#   #			ITEM				QTY / USES	WGT N/A	WEIGHT
	Vidersuit Amulet: immune to all disease (incl. magical) (AAW:UCR 104	)				1 F									
		+				1									
	Boletann Breastplate +2 (max dex 5; no dex penalty)	$^{\dagger}$				┪┝									
	- DR/2 slash & acid resist 4	$\dagger$				1									
	heavy boletan shield +1 (no dex penalty)	$^{+}$				┪┢									
	ineary seistan einera i (ne dex penaisy)	$^{\dagger}$				┪┢									
	scythe (2-handed) +2	+				┨┝									
	Soyare (2 named) · 2	+				$\dashv \vdash$									
	Headband of Inspired Wisdom +2	$\dagger$				$\dashv \vdash$									
	Treadband of hispired Wisdom 12	+				$\dashv \vdash$									
		+				$\dashv \vdash$									
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	WORN MAGIC ITEM EQUIPMENT							BAGS & CO	INTAI	NERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	∺				CONTAIN	ER			,	VOLUME/WEIG	HT LIMIT/NOT	ES		WEIGHT
	BELT:														_
	BODY:	_													_
	CHEST:														
	EYES:	-			CII	DDEN					TDEA	CUDE C	ADDIED		
	FEET:			CARRI		CARRIE	D WGT N/A	STORED	*		IREA	SURE C	ARRIED		WEIGHT
	HANDS:	PLA	TINUM						$\sqcup$						
	HEAD:		GOLD			1			$ \bot\bot$						
н	EADBAND:	S	ILVER			1			Ш						
	NECK:	C	OPPER			1					LC	DADS &	LIFT		
	RING:	_		<u> </u>		<u> </u>			LIGH	LOAD	M HEAVY LOAD	N	LIFT ABOVE HEAD	GROUND	DRAG & PUSH
	RING:		RMOR &	C		ED WE	IGHT		44	88	132	LV.	132	264	660
SH	OULDERS:		EAPONS	CURRENC	Y EQ	UIPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
	WRIST:		50.0	0.0	_	0.0		50.0	CURR	ENT LOAD	LIGH.	г□ м	EDIUM 🛮	HEAV	vy 🗆

			SPELLS PER DAY BLOODLINES & PATRONS				SPELLS P	ED DAY		
		_					SPELLS P	EK DAT		
CLAS	SS	Dru	id/Psilocybist LEVEL 6 BLOODLINE/PATRON		CLASS				LEVE	L
SAVE	E DC	LEVEL	ABILITY SPELLS BLOODLINE/PATRON TOTAL CLASS BONUS MISC KNOWN		SAVE DO	LEVEL	TOTAL CLAS	S BONUS	MISC	SPELLS KNOWN
1	7	0	4 4 DOMAINS		. 느	0				
1	8	ıst	6 3 2 1 DOMAIN Mushroom		'	ıst				
1	9	2nd	5    2    2    1			2nd				
2	0	3rd	4 1 2 1			3rd	$\overline{}$	$\exists \Box \Box$		
=	=	4th	DOMAIN Trickery			4th		$\exists \vdash \vdash$		<del>                                      </del>
$\vdash$	=	-	SUBDOMAIN Deception		<b>-</b>	, i				╬
H	=	5th	DOMAIN		-	5th				-
느	=	6th	SUBDOMAIN		<u> </u>	6th		_		
		7th	1 1			7th				
		8th	WIZARD SPECIALITY SCHOOL		ı 🗀	8th				
	$\neg$	9th	SPECIALITY			9th				
CLOSE:	<u> </u>	, ,	MEDIUM: 100r+ 160 400rr+ 640 FOCUSED		CLOSE: 25FT +	05	MEDIUM: 100FT +	400	LONG 400FT	
25FT + 5FT / 2 LV	40		100rt + 100rt / LVL 160 400rt + 40rt / LVL 640 PROHIBITED		5FT / 2 LVL	25	100FT + 100FT + 100FT   100FT	100	400FT / I	+ 400
SPE	LL	O	CLASS ABILITY OTHER CURRENT POINTS  PROHIBITED		SPELL	TOTAL 0	CLASS A	BILITY OTHE	R C	URRENT POINTS
POIN	ITS				POINTS	U			┙┕	
LEVEL	PREP	USED	SPELLS NAME & DESCRIPTION	SCHOOL	D	URATION	RANGE	SAVE	SR	REFERENCE
0			Create Water - Creates 2 gallons/level of pure water.	Conjurat						CRB
0			Detect Magic - Detects spells and magic items within 60 ft.	Divinati	on					CRB
0			Detect Poison - Detects poison in one creature or object.	Divinati	on					CRB
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divinati	on					CRB
0			Know Direction - You discern north.	Divinati	on					CRB
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmuta	ation					CRB
0			Read Magic - Read scrolls and spellbooks.	Divinati	on					CRB
0			Resistance - Subject gains +1 bonus on saving throws.	Abjurati	on					CRB
0			Stabilize - Cause a dying creature to stabilize.	Conjurat	tion					CRB
1	1		Medicinal Mushrooms - provides full meal and cures nauseated, shaken, sickened, or staggered	Transmuta	ation 1	day/lvl	touch	none	no	AAW:URC
1			Charm Animal - Makes one animal your friend.	Enchantn	nent					CRB
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjurat	tion					CRB
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transmuta	ation					CRB
1			Obscuring Mist - Fog surrounds you.	Conjurat	tion					CRB
1			Ray of Sickening - Ray makes the subject sickened.	Necroma	-					UM
1			Speak with Animals - You can communicate with animals.	Divinati						CRB
1			Summon Nature's Ally I - Summons creature to fight.	Conjurat						CRB
1			Disguise self - change appearance	Illusio	n					CRB
<u> </u>										
2	1		Peripheral Fungi - +1/4 Ivl Perception, immunity flanking, blindsense 10'	Transmuta		rnd/lvl	personal	none	no	AAW:URC
2			Fiber Shape - as wood shape but with a mound of mushrooms	Transmuta		nstant	touch	will	yes	AAW:URC
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	Evocati						ACG
2			Alter Summoned Monster -swap a creature summoned by a conjuration spell for a creature you could summon	, ,						MSH
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmuta						CRB
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.	Conjurat						CRB
2			Wilderness Soldiers - Nearby plants/fungi aid you in combat.	Transmuta						UC CRB
	4		Mirror Image - create images of yourself to absorb attacks	Illusio		2 day:-	to und	fort	\	
3	1		Fungal Infestation - 1d3 Charisma dam; attacks add 1d6 bleed damage	Necroma	-	3 days	touch	fort	yes	UM
3			Aqueous Orb - Creates rolling sphere of water.  Burrow - Target gains a burrow speed of 15	Conjurat						APG
$\vdash$			Burrow - Target gains a burrow speed of 15.  Call Lightning Calls down lightning holts (3d6 per holt) from sky	Transmuta						UM
3		1	Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.	Evocati	UH					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.	Conjuration					CRB
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
3			Nondetection - target becomes difficult to magically detect	Abjuration					CRB
H			Trondetection target becomes dimodit to magnetify detect	710/01/01/					OILD
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