

Barazki
 CHARACTER
 Vegepygmy small male
 RACE & LA SIZE GENDER
 19 neutral Gozreh
 AGE ALIGNMENT DEITY
 Mwangi Expanse
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Undercommon, Vegepygmy (doesn't speak)



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	11			
DEX	16	3	14	2		
CON	14	2	12	2		
INT	10	0	12	-2		
WIS	24	7	18	2	4	
CHA	11	0	13	-2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
82	82	10	Vegepygmy		3	2		3	2	0	
			Shaman		7	40		3	3	7	10
TOTAL HP			TOTALS		10	42	0	6	5	7	10

ABILITY SCORE & RACIAL NOTES	
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CONDITIONS & MISCELLANEOUS TRACKING	
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ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	3	0	3	1		4		4
TOUCH	14	-10+			3	1				
FLAT-FOOT	18	-10+	3	0	0	1		4		

ARMOR CHECK PENALTY	0
MAXIMUM DEX	5
SPELL FAILURE	15%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	6	2		4	
REF	12	5	3		4	
WILL	18	7	7		4	

COMBAT NOTES & MODIFIERS
 +2 BAB on second attack



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	11	10		0	1	
RANGED ATTACK MODIFIER	14	10		3	1	
CMB	18	10	WIS	7	1	
CMD	24	-10+	10	0	3	1

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	3		3		
<input type="checkbox"/> APPRAISE	INT	7		0		7
<input type="checkbox"/> BLUFF	CHA	0		0		
<input type="checkbox"/> CLIMB *	STR	0		0		
<input checked="" type="checkbox"/> CRAFT: masks	INT	11	1	0	3	7
<input checked="" type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE *	DEX			3		
<input type="checkbox"/> DISGUISE	CHA	0		0		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	3		3		
<input checked="" type="checkbox"/> FLY *	DEX	7	1	3	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	4	1	0	3	
<input checked="" type="checkbox"/> HEAL	WIS	11	1	7	3	
<input type="checkbox"/> INTIMIDATE	CHA	0		0		
<input checked="" type="checkbox"/> KN: nature	INT	20	10	0	3	7
<input checked="" type="checkbox"/> KN: planes	INT	13	3	0	3	7
<input checked="" type="checkbox"/> KN: religion	INT	13	3	0	3	7
<input type="checkbox"/> KN:	INT			0		7
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	23	10	7	3	3
<input type="checkbox"/> PERFORM:	CHA	0		0		
<input checked="" type="checkbox"/> PROF:	WIS			7		
<input checked="" type="checkbox"/> RIDE *	DEX	3		3		
<input type="checkbox"/> SENSE MOTIVE	WIS	7		7		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	20	10	0	3	7
<input checked="" type="checkbox"/> STEALTH *	DEX	19	1	3	3	12
<input checked="" type="checkbox"/> SURVIVAL	WIS	11	1	7	3	
<input type="checkbox"/> SWIM *	STR	0		0		
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Vegepygmy (plant) (B1-273) Ancestor's Council - Grant +2 attack, save ability or skill check 3/day
 darkvision 60' & low-light vision
 damage resistance 5 slashing/bludgeoning
 skill focus perception
 +4 stealth, +12 in vegetation
 Class: Shaman (ACG-35) HD: d8
 Weapon Prof: All simple, Armor Prof: Lt & Med Armor
 Spirit: Wood (Heroes of the Wild-26)
 Spirit Animal (Ex) - Petrifer, see below
 Spirit Magic - add 1 spell slot per level from spirit
 Tree Limb (su) turn arm to branch, 1d6 dam (3/day)
 Petrifer Master gains a +1 natural armor bonus to AC
 Wandering Spirit: Each day choose 2nd spirit (Ancestor) gain abilities, spell access
 Wandering Hex: Gain x=1 hex of Wandering Spirit Summon Plant Ally (HotW-23)
 Bloody Roots (Su) - as Black Tentacles 3/day
 Feat: Extra Hex x5 (some on Wandering Ancestor)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
tree bark studded leather armor	3	5		15	Med	10.0

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

EXPERIENCE	105,000 / 105,000
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SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT	3	=	3	DEX MOD	+		MISC MOD
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HERO	
SR	
DR	

RESISTANCES	slashing/bludgeoning 5, fire 5
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POOL POINTS	
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WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws x2	+11	1d4					
quarterstaff of the arboreal shepherd +3	+11+3	1d6/1d6+3	19-20,x2		B	4.0	attacks twice
Tree Limb - turn arm to branch	+11	1d6			B	0.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	4	4			
18	1st	7	4	2	1	
19	2nd	7	4	2	1	
20	3rd	6	3	2	1	
21	4th	6	3	1	1	
22	5th	4	2	1	1	
	6th			1		
	7th			1		
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

BLOODLINES & PATRONS

BLOODLINE/PATRON
 BLOODLINE/PATRON

DOMAINS

DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
 FOCUSED
 PROHIBITED
 PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hexes (at-will unless otherwise noted) DC = 10+WisMod +lvl/2						
			Hex of Lignification (Su) turn creature into a twisted, treelike shape; gains hardness 5 but is staggered.	transmutation	2 rnds	30'	fort	no	HotW
			Slumber (Su) - cause 1 creature any HD to sleep	enchantment	lvl rnds	30'	will		APG
			Wisdom of the Ages (Su) - (Wandering Ancestor) - Use Wis for Int on skill checks						
			Ghost Blade (Su) - (Wandering Ancestor) grant ghost touch for 3 rnds 1/target/day	conjuration	3 rnds	touch	will	yes	
			Intercessor (Sp) - (Wandering Ancestor) speak w/ dead 1 question/corpse	necromancy	10 min	10'	will	no	
			Verdant Path (Su) - woodland stride (airwalk w/in 10' of trees)						
			Whispering Leaves (Su) - message/clairvoyance/clairaudience w/in 10' of trees	transmutation		medium	none	no	
			Nature's Gifts (Su) - plants bear goodberries (max x=7 hp healed/target/day)	transmutation			none	yes	PCR
			Flight (Su) - as fly	transmutation	1 min/lvl	personal	none	no	PCR
			Shapeshift (Su) - gain +2 AC, +2 Str or Con, darkvision, constrict, grab, poison	transmutation	1 min/lvl	personal	none	no	PCR
0			Guidance - +1 on one attack roll, saving throw, or skill check.	divination	1 min	touch	will	yes	PCR
0			Read Magic - Read scrolls and spellbooks.	divination	10 min/lvl	personal	none	no	PCR
0			Touch of Fatigue - Touch attack fatigues target.	necromancy	1 rnd/lvl	touch	fort	yes	PCR
0			Create Water - Creates 2 gallons/level of pure water.	conjuration	instant	close	none	no	PCR
0			Detect Magic - Detects spells and magic items within 60 ft.	divination	1 min/lvl	60'	none	no	PCR
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.	necromancy	1 min/lvl	medium	will	yes	PCR
1	1		Shillelagh - give +1 attack & damage to your own club or quarterstaff	transmutation	1 min/lvl	touch	will	yes	PCR
1			Bane - Enemies take -1 on attack rolls and saves against fear in 50' rad	enchantment	1 min/lvl	50'	will	yes	PCR
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds	necromancy	1d4 rnds	close	will	yes	PCR
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str dam	necromancy	instant	touch	fort	yes	PCR
1			Detect Animals or Plants - Detects kinds of animals or plants.	divination	10 min/lvl	long	none	no	PCR
1			Entangle - Plants entangle everyone in 40-ft. radius.	transmutation	1 min/lvl	long	reflex	no	PCR
1			Dream Feast Dream of a rich feast and when you awake, you are sated	conjuration	instant	touch	will	yes	ISG
1			Hex Vulnerability - Reuse a hex on a specific target.	necromancy	1 rnd/lvl	close	will	yes	ACG
1			Nature's Paths - know the shortest, easiest, and fastest way through the wilderness.	divination	8 hrs	touch	will	yes	HotW
1			Pass without Trace - One subject/level leaves no tracks.	transmutation	1 hr/lvl	touch	will	yes	PCR
1			Poisoned Egg - transform a normal egg into a single dose of small centipede poison	transmutation	1 min/lvl	touch	none	no	ISG
1			Read Weather - Precisely forecast natural weather for next 48 hrs	divination	instant	personal	none	no	FoB
1			Remove Fear Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	abjuration	10 min	close	will	yes	PCR
1			Sense Spirit Magic +10 identifying and +2 resisting spells associated with your spirits.	divination	1 day	personal	none	no	ACG
1			Summon Nature's Ally - Summons creature to fight +leaf leshy, vegepygmy	conjuration	1 rnd/lvl	close	none	no	PCR

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
2	1		Barkskin - +x=4 to AC	transmutation	10 min/lvl	touch	none	yes	PCR
2			spiritual weapon (Ancestor) - a weapon made of force attacks foes at distance, 1d8+x=3 dam	evocation	1 rnd/lvl	medium	none	yes	PCR
2			Augury - Learns whether an action will be good or bad.	divination	instant	personal	none	no	PCR
2			Burdened Thoughts - Target creature gains heavy encumbrance and is cannot fly.	enchantment	1 rnd/lvl	medium	will	yes	GHH
2			Commune with Birds - You can ask birds a question.	divination	10 min	personal	none	no	ARG
2			Enthrall - Captivates all within 100 ft. + 10 ft./level.	enchantment	1 hr	medium	will	yes	PCR
2			Mindshock - attacks cause target to recall pain suffered in the past, then confused	divination	1 rnd/lvl	personal	none	no	OO
2			Plant Voice - grant plant creature ability to speak, hear, and understand any language you know	transmutation	10 min/lvl	close	will	yes	C&C
2			Raven's Flight - you turn into a Tiny blurred shape reminiscent of a black raven, fly 50	transmutation	1 rnd	personal	none	no	HotW
2			Sickening Entanglement - as entangle, but plants have sickening sap, 40' rad	transmutation	1 min/lvl	long	reflex	no	ACG
2			Spore Burst You cause a willing plant creature to sprout 20' rad puffy sickening mushrooms	conjunction	1 rnd/lvl	touch	fort	no	C&C
2			Summon Nature's Ally II - Summons creature to fight +gourd leshy, leaf ray	conjunction	1 rnd/lvl	close	none	no	PCR
2			Tree Shape - You look exactly like a tree for 1 hour/level.	transmutation	1 hr/lvl	personal	none	no	PCR
2			Vine Strike - Bristles do +1d6 dam and blossoming into entangling vines	conjunction	1 min/lvl	personal	reflex	yes	MTT
2			Wood Shape - Reshapes wooden objects to suit you.	transmutation	instant	touch	will	yes	PCR
3	1		Minor Creation (wood items only) - cubic ft per lvl	conjunction	1 hr/lvl	touch	none	no	PCR
3			Heroism (Ancestor)- +2 attack rolls, saves, and skill checks.	enchantment	10 min/lvl	touch	will	yes	PCR
3			Bestow Curse - -6 to ability; -4 on attack, saves, and checks; or 50% lose action	necromancy	permanent	touch	will	yes	PCR
3			Blindness/Deafness Makes subject blinded or deafened.	necromancy	permanent	medium	fort	yes	PCR
3			Call Lightning - Calls down 10 lightning bolts 1/rnd (3d6 dam per bolt) from sky.	evocation	1 min/lvl	medium	reflex,1/2	yes	PCR
3			Clear Grove Trees, shrubs, and other thick vegetation move out of area 20' rad	transmutation	2 hr/lvl	close	none	no	HotW
3			Final Sacrifice - cause summoned creature to explode, 1d4 dam/lvl	evocation	instant	close	fort	yes	MSH
3			Hex Glyph - Inscription casts your hex on those who pass it, 5 sq ft/lvl	abjuration	permanent	touch	yes	yes	ACG
3			Polymorph Familiar - Give your familiar the shape of another animal. PRG:ACG	transmutation	1 min/lvl	close	none	yes	ACG
3			Remove Blindness/Deafness - Cures normal or magical blindness or deafness.	conjunction	instant	touch	fort	yes	PCR
3			Remove Curse - Frees object or person from curse.	abjuration	instant	touch	will	yes	PCR
3			Thorny Entanglement - As entangle, plus plants make ranged attacks, 40' rad	transmutation	1 min/lvl	long	reflex	no	ACG
3			Summon Nature's Ally III - Summons creature to fight+fungus leshy, weedwhip	conjunction	1 rnd/lvl	close	none	no	PCR
3			Trial of Fire and Acid - target takes 1d6 acid dam and 1d6 fire dam/rnd	evocation	1 rnd/lvl	touch	fort	no	MC
3			Transfer Regeneration - transfer regeneration to another	transmutation	1 min	close	none	no	MC
4	1		Thorn Body - Your attackers take 1d6 +1 damage/level.	transmutation	1 rnd/lvl	personal	none	no	APG
4			Spiritual Ally (Ancestor) - force ally aids you, w/ your BAB+WisMod & 1d10+x=3 force dam	evocation	1 rnd/lvl	medium	none	yes	PCR
4			Ball Lightning Flying lightning spheres deal 3d6 electricity damage each	evocation	1 rnd/lvl	medium	reflex	yes	APG
4			Command Plants - Sways the actions of plant creatures.	transmutation	1 day/lvl	close	will	yes	PCR
4			Curse of Burning Sleep - Creature catches fire the next time it sleeps for an hour.	transmutation	til trigger	close	will	yes	ACG
4			Divination - Provides useful advice for specific proposed actions.	divination	instant	you	none	no	PCR
4			Familiar Melding - Possess your familiar.	necromancy	1 hr/lvl	medium	will	yes	UM
4			Fear - Subjects within cone flee for 1 round/level.	necromancy	1 rnd/lvl	30'	will	yes	PCR
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.	evocation	1 rnd/lvl	long	none	yes	PCR
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	conjunction	10 min/lvl	touch	will	yes	PCR
4			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds	necromancy	instant	touch	fort	yes	PCR
4			Reincarnate - Brings dead subject back in a random body	transmutation	instant	touch	none	yes	PCR
4			Restoration - Restores level and ability score drains.	conjunction	instant	touch	will	yes	PCR
4			Summon Nature's Ally IV - Summons creature to fight, assassin vine, seaweed leshy	conjunction	1 rnd/lvl	close	none	no	PCR
4			Transplant Visage - You add or remove a creature's face to or from your own.	transmutation	permanent	personal	none	no	ISG
5	1		Tree Stride - Step from one tree to another far away.	conjunction	1 hr/lvl	personal	none	no	PCR
5			telekinesis (Ancestor) - move 25 lb/lvl	transmutation	1 rnd/lvl	long	will	yes	PCR
5			Baleful Polymorph - Transforms subject into harmless animal.	transmutation	permanent	close	fort	yes	PCR
5			Blight - Withers one plant or deals 1d6/level damage to plant creature	necromancy	instant	touch	fort,1/2	yes	PCR
5			Call Lightning Storm - As call lightning, but 5d6 damage per bolt, max 15 bolts	evocation	1 min/lvl	long	reflex,1/2	yes	PCR
5			Commune - Deity answers one yes-or-no question/level.	divination	instant	personal	none	no	PCR
5			Commune with Nature - Learn about terrain for 1 mile/level.	divination	instant	personal	none	no	PCR
5			Grove of Respite Creates trees and a small spring.	conjunction	2 hr/lvl	close	none	no	APG
5			Imbue Hex - allow target the ability to use the hex.	evocation	permanent	touch	will	yes	ACO

