

Craobh
 CHARACTER
 Treant (giant, fey variant) Large (variant) Male
 RACE & LA SIZE GENDER
 101 Chaotic Neutral Shyka the Many (TFW:34)
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Treant, Speak w/ Plants, Sylvan, Auran

Hebeloma
 PLAYER
 13'1" 2074 lbs green leaves black woody bark
 HEIGHT WEIGHT HAIR EYES SKIN
 Riftwood, The First World (TFW:47)
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	24	7	16	2	6	
DEX	14	2	14	-2	2	
CON	24	7	18	2	4	
INT	12	1	10		2	
WIS	12	1	12			
CHA	12	1	10		2	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
16	15	1	Greenweaver (Kineticist)	0	5	1	2	2	0	1	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	16	FAVORED CLASS	Kineticist	TOTALS	0	5	1	2	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	2	0	2		3			
TOUCH	12	-10+			2					
FLAT-FOOT	15	-10+	2	0	0		3			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	2	7			
REF	4	2	2			
WILL	1	0	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	0		7		
RANGED	2	0		2		
CMB	7	0	CON	7		
CMD	19	-10+	BOB	0	STR & DEX	9



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

Race: Treant (newpathfinderraces.wordpress) plant, fey
 Giant Template (+1 size class to Large) + Fey Template
 plant - immune to paralysis, poison, polymorph, sleep effects, & stunning.
 plant - eat & breathe, no sleep
 speed: 20, never modified by encumbrance
 Natural Armor: +1 Natural AC +2 (giant) -1 (fey)
 Stability: +4 CMD vs bull rush & trip
 Home Advantage: Forest: +4 Stealth, no difficult terrain
 Gatecrasher: +2 strength to break & sunder
 Treespeech: Speak w/ plants (at will)
 Low-light Vision:
 Giant: +8 Str; -2 Dex; +4 Con;
 Fey Defense: +4 save vs mind-effects; DR 5/cold iron
 Speed: Fly 30 (good)
 Spell Resistance (Ex): 11+lvl

Class: Kineticist HD: d8 skills: 4+Int Mod
 Archetype: Greenweaver (LG:FKCC-9)
 Weapon and Armor Proficiency: All Simple & Light Armor
 Elemental Focus (Su): Wood
 Gather Power (Su) use move to reduce burn by 1 same turn; 2 next turn

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	2		2		
<input type="checkbox"/> APPRAISE	INT	1		1		
<input checked="" type="checkbox"/> BLUFF	CHA	1		1		
<input type="checkbox"/> CLIMB *	STR	7		7		
<input checked="" type="checkbox"/> CRAFT:	INT	1		1		
<input type="checkbox"/> DIPLOMACY	CHA	1		1		
<input type="checkbox"/> DISABLE DEVICE *	DEX			2		
<input type="checkbox"/> DISGUISE	CHA	1		1		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	2		2		
<input checked="" type="checkbox"/> FLY *	DEX	6	1	2	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			1		
<input checked="" type="checkbox"/> HEAL	WIS	1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	1		1		
<input checked="" type="checkbox"/> KN: (nature)	INT	5	1	1	3	
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	5	1	1	3	
<input type="checkbox"/> PERFORM:	CHA	1		1		
<input checked="" type="checkbox"/> PROF: gardener	WIS	5	1	1	3	
<input type="checkbox"/> RIDE *	DEX	2		2		
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			2		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input checked="" type="checkbox"/> STEALTH *	DEX	6	1	2	3	
<input type="checkbox"/> SURVIVAL	WIS	1		1		
<input type="checkbox"/> SWIM *	STR	7		7		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			1		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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 SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20	20	30			
INIT	2	=	2	DEX MOD	+ MISC MOD
HERO					
SR	12	DR	5/iron		
RESISTANCES	cold & electricity 10				
POOL POINTS					

ARMOR & WEAPONS		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Rosewood armor	2	6	0	10	Lt	25.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
large quarterstaff	+7	1d8/1d8	20,x2		B	8.0	
wood blast (physical)	+2	1d6+1+7+2	20,x2	120	BPS	0.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

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
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			basic phytokinesis						
			You can prune and otherwise garden plants within 30' without gardening tools.	burn=0	utility	30'			
			You search wooded areas and other plant-heavy areas from a distance as if using sift	burn=0	utility	30'	none	no	APG
			You gain +3 to diplomacy checks with plant based creatures	burn=0	utility				
			Kineticist Blast						
			wood blast (physical) - lash out with boughs, vines or a deluge of stinging blooms	burn=0		30'			no
			Infusions, Defensive & Utility Wild Talents						
1			Verdant Flesh (Ex): Treat +4 Con for all Kineticist abilities	burn=1	infusion				