Craobh Hebeloma

Treant (giant, fey variant) Large (variant) Male RACE & LA GENDER

HEIGHT

13'1"

2074 lbs green leaves WEIGHT

HAIR

black EYES

101 Chaotic Neutral	Shyka the M	Riftwood, The	First W	orld (Ti	-W:47)	EYES	SKI	N	PAINKING GAME OF										
ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION  LANCINGES: Common, Treant, Speak w/ Plants, Sylvan, Auran															Version	102012			
Common, Treant, Speak w/ Plants, Sylvan, Auran  Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012  CLASS RECORDER																			
ABILITY SCORE TOTAL MOD	BASE ENHANC		CURRENT			P GAINED	HD		CL	ASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
STR 24 7	16 2	6		$\sim$		15	1	G	reenwea	ver (Kineticist)	0	5	1	2	2	0	1		
<b>DEX</b> 14 2	14 -2	2	]  1(	$\hat{\mathbf{O}}$								L							
<b>CON</b> 24 7	18 2	4	]									L							
INT 12 1	10	2	NONLETHAL HP DAM									$ldsymbol{ldsymbol{ldsymbol{eta}}}$							
wis 12 1	12		TEMPORARY HP		$\bot$							<u> </u>		_					
CHA 12 1	10	2	TOTAL HP 16 FAVORED CLASS Kineticis				cist TOTALS	0	5	1	2	2	0	1					
ABILITY SCORE &	]	CONDITION	NS & MISCE	LLANEOUS T	RACKING					SKIL		ANKS A		RANKS TOTAL TRAINED	5 MISC				
RACIAL NOTES		ATTACKS	© DEFENCE							<ul><li>★☑ ACROBATICS ◆</li><li>★☑ APPRAISE</li></ul>		DEX	2		2				
ARMOR CLASS TOTAL	ARMOR SHIELD		& DEFENSE  DODGE NATURAL	DEFLECT	MISC	TEMP	,			*☐ APPRAISE  *☑ BLUFF		_	1		1				
AC 17 = 10 +	2 0	2	] 3				ARM	OR CHECK PENALTY	0	*□ CLIMB +		_	7		7				
<b>TOUCH</b> 12 = 10+		2						MAXIMUM DEX	6	★☑ CRAFT:  ★☑ DIPLOMACY			1		1				
<b>FLAT-FOOT</b> 15 = 10+	2 0		3				]	SPELL FAILURE	10%	☐ DISABLE DEVICE ◆  *☐ DISGUISE		DEX	1	T	2				
					COMBAT	NOTES & MC	DIFIERS			*☐ DISGUISE  *☐ ESCAPE ARTIST •		_	2		2				
	SS BASE ABILITY	Y ENHANCE MISC	ТЕМР			_ 4		and the second		* <b>☑</b> FLY • <b>☑</b> HANDLE ANIMAL		_	6	1	2	3			
FORT 9	2 7		<u> </u>			_ 🔏	<b>بد</b>	¥ /.		★☑ HEAL		HA WIS	1		1				
REF 4	2 2		JL			- 70				<b>*</b> ■ INTIMIDATE		_	1	$\Box$	1				
WILL 1	0 1		$\square\square$				✓ Kn: (nature)  □ Kn:					NT NT	5	1	1	3			
ATTACKS TOTAL DASSAT	TACK BONUS TEMP	401177 6175								□ Kn:		NT			1				
MELEE 7	0	7 SIZE	MISC			-				□ Kn:		NT NT			1				
ATTACK MODIFIER			╬┼							☐ Kn:		NT	ユ	$\dashv$	1				
ATTACK MODIFIER	0	2	┤├─┤				7	T T		☐ LINGUISTICS  *☑ PERCEPTION		NT VIS	5	1	1	3			
<b>CMB</b> 7 0	CON	7	<u> </u>			_	H	A.		⋆□ Perform:		на	1		1				
<b>CMD</b> 19 = 10+	BOB DO DE	.t STD &	JL							PROF: gardener ★□ RIDE ◆			5	1	2	3			
										÷□ Sense Motive	ν	vis	1	_	1				
	CLASS		FEATURES , FEATS, AND CHARACTER F	EATURES			☐ SLEIGHT OF HAND ◆ ☐ SPELLCRAFT		NT NT	_		1							
Race: Treant (newpathfine	derraces.wordp	oress) plant, fey	Class: Kinet	icist HE	): d8 s	kills: 4	⊦Int M	lod		*☑ STEALTH •		DEX	6	1	2	3			
Giant Template (+1 size cl	ass to Large) -	+ Fey Template	Archetype: 0	Greenw	eaver	(LG:Fk	CC-9	9)		*□ SURVIVAL *□ SWIM •			7		7				
plant - immune to paralysis, poisor	n, polymorph, sleep	effects,& stunning.	Weapon and A	Armor Pi	☑ USE MAGIC DEVICE		на			1									
plant - eat & breathe, no	sleep		Elemental Fo	ocus (S	u): W	bod					STR STR	-							
speed: 20, never modifie	ed by encuml	brance	Gather Power (Su	ı) use mov	e to redu	ice burn b	y 1 san	ne turn; 2	next turn	_	STR	t							
Natural Armor: +1 Natura	al AC +2 (gia	nt) -1 (fey)									STR	F	_		-				
Stability: +4 CMD vs bull	rush & trip										STR	т							
Home Advantage: Forest:	+4 Stealth, no	o difficult terrain								MARK A 🗖 TO SHOW A CLASS * SKILL CAN BE USE	SKILL. <i>CL</i> D UNTRAI	ASS SKIL	LS WITH	RANKS G	AIN A +3 PENALTY	TRAINED APPLIES	BONUS.		
Gatecrasher: +2 strengt	h to break &	sunder								EXPERIENCE	[		0		1	2,000	)		
Treespeech: Speak w/ p	-									BASE	FLY		/ІМ	CLIMB	MISC				
Low-light Vision:								SPEED		20	30	)							
Giant: +8 Str; -2 Dex; +4	Shade of the Woo	dlands (IS	WG) - co	connected to dark forest, no fire spells;						=	2	DEX MOD	+ [		MISC MOD				
Fey Defense: +4 save vs	Fey Class Sl	cills: Ac	crobati	cs, Blu	ff, Fly	& Ste	alth	HERO											
Speed: Fly 30 (good)	Fey: +4 Dex	, +2 Int	, +2 C	ha, -2 S	Str			SR 1:	<u>=</u>	DR	5/	iron							
Spell Resistance (Ex): 1	Fey (Sp) Da	ncing li	ghts 3	/day, F	v. Faerie fire 1/day														
									JIU & I	siect!	icity	iU							
	WEAPONS	AC BONUS	MAX DEX	PENALTY S	PELL FAIL	. TYPE	WEIGHT	POOL POINTS											
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		В	8.0	
wood blast (physical)	+2	1d6+1+7+2	20,x2	120	BPS	0.0	

	FEATS & SPECIAL ABILITIES								FEA	TS &	SPECIA	AL ABII	LITIES			
	NAME			USES/DAY	USED					NAME					USES/DAY	USED
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	EQUIPMENT & MAGIC ITEMS	S							EQUI	IPME	ENT & I	MAGIC	ITEMS			
*	Rosewood armor	QT	Y / USES	WGT N/A	WEIGHT	#			ı	ТЕМ				QTY / USES	WGT N/A	WEIGHT
Н	large quarterstaff	$\top$				1										
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	WORN MAGIC ITEM EQUIPMENT							BAGS & C	ONT	AINI	ERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	芾				CONTAIN	ER				VO	LUME/WEIGH	HT LIMIT/NOT	ES		WEIGHT
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_	BODY:	$\dashv$							$\vdash$							
_	CHEST:	$\dashv$							$\vdash$							
	EYES:				CIII	RREN	<b>'</b> Y					TDFA	SURE C	APPIED		
_	FEET:			CARR		CARRIE	D WGT N/A	STORED	æ			111-74	TREASURE			WEIGHT
	HANDS:		INUM						$\vdash$	-						
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н	EADBAND:		LVER						١L							
L	NECK:	СО	PPER										ADS &	LIFT		
	RING:								J   '	OAD	MEDIUM LOAD	LOAD	N	HEAD	LIFT OFF GROUND	PUSH
L	RING:	ARM	MOR &		CARRI			TOTAL	1 ├─	232	464	696	Maria	696	1392	3480
SH	OULDERS:	WE	APONS	CURREN	_	JIPMENT	MISC	TOTAL	┧Ĺ	0	0		MODIFIED LOAD	0	0	0
	WRIST:	3	3.0	0.0		0.0		33.0	cu	JRRENT	LOAD	LIGHT	<b>И</b> м	EDIUM 🗖	HEA	vy 🗆

		SPELLS PER DAY		BLOODLINES & PATRONS			SPELLS PI	ER DAY		
CLASS		Kineticist	LEVEL 1	BLOODLINE/PATRON		CLASS			LEVE	L
SAVE DC	LEVEL	ABILITY TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON		SAVE DC LEVEL	TOTAL CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
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	ıst			DOMAINS		1st				i <del></del> i
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	5th			DOMAIN		5th				╬
=	6th			SUBDOMAIN		6th				
=	7th					7th		_		
	8th			WIZARD SPECIALITY SCHOOL		8th				
	9th			SPECIALITY		9th				
CLOSE: 25FT + 25	5	MEDIUM: 100FT + 10FT / LVL 110	LONG: 400ft + 40ft / LVL 440	FOCUSED		CLOSE: 25FT + 5FT / 2 LVL 25	MEDIUM: 100FT + 10FT / LVL	00	LONG: 400FT + 40FT / LV	400
FF / 2 LVL	TOTAL	CLASS ABILITY OTHE		PROHIBITED		TOTAL	1011 / 141	SILITY OTHE		JRRENT POINTS
SPELL POINTS	0			PROHIBITED		SPELL 0				
				SPELLS						
LEVEL PREP	USED	basic phytokinesis	NAM	E & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			l otherwise garde	en plants within 30' without gardening tools.	burn=	0 utility	30'			
				ant-heavy areas from a distance as if using sift	burn=		30'	none	no	APG
		You gain +3 to diplo	omacy checks wit	h plant based creatures	burn=					
		Kineticist Blast								
			al) - lash out with h	poughs, vines or a deluge of stinging blooms	burn=	0 30'			no	
		wood blast (physica	in - lasti out with t	Joughs, vines of a delage of stringing blooms	Dun	0 00			110	
		Infusions Defende	0 1 H;:::\\#::= T	Nonto						
1		Infusions, Defensive		r all Kineticist abilities	burn=	1 infusion				
•		VOIGUILLI 10011 (EX).		a. Tariotioist abilities	Duili-					