

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	26	8	18	2	4	2
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			
74	69	5	Greenweaver (Kineticist)	3	25	5	4	4	1	5			
TOTAL HP			74	FAVORED CLASS	Kineticist	TOTALS	3	25	5	4	4	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	4	0	2		3			
TOUCH	12	-10+			2					
FLAT-FOOT	17	-10+	4	0	0		3			

SKILLS RANKS TOTAL 25

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 6	1	2	3	
* APPRAISE	INT 1		1		
* BLUFF	CHA 1		1		
* CLIMB *	STR 7		7		
* CRAFT:	INT 1		1		
* DIPLOMACY	CHA 1		1		
* DISABLE DEVICE *	DEX		2		
* DISGUISE	CHA 1		1		
* ESCAPE ARTIST *	DEX 2		2		
* FLY *	DEX 6	1	2	3	
* HANDLE ANIMAL	CHA 5	1	1	3	
* HEAL	WIS 5	1	1	3	
* INTIMIDATE	CHA 5	1	1	3	
* KN: (nature)	INT 9	5	1	3	
* KN:	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* LINGUISTICS	INT		1		
* PERCEPTION	WIS 9	5	1	3	
* PERFORM:	CHA 1		1		
* PROF: gardener	WIS 9	5	1	3	
* RIDE *	DEX 2		2		
* SENSE MOTIVE	WIS 1		1		
* SLEIGHT OF HAND *	DEX		2		
* SPELLCRAFT	INT		1		
* STEALTH *	DEX 9	4	2	3	
* SURVIVAL	WIS 1		1		
* SWIM *	STR 7		7		
* USE MAGIC DEVICE	CHA 5	1	1	3	
*	STR				
*	STR				
*	STR				
*	STR				
*	STR				
*	STR				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	4	8			
REF	6	4	2			
WILL	2	1	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	3		7		
RANGED	5	3		2		
CMB	11	3	CON	8		
CMD	22	-10+	B3B	0	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+lv

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
 Unforged Arrow of the Wild - Speak with Animals (birds only)
 & reduce burn (-2 select skills, sickened in urban environment)
 Dark Chains Between the Trees - blasts, talents, abilities are divine & psychic w/ shadow descriptor
 Shade of the Woodlands (ISWG) - connected to dark forest, no fire spells;
 Fey Class Skills: Acrobatics, Bluff, Fly & Stealth
 Fey: +4 Dex, +2 Int, +2 Cha, -2 Str
 Fey (Sp) Dancing lights 3/day, Faerie fire 1/day

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Rosewood armor +2	4	6	0	10	Lt	25.0
SHIELD						

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		BASE	FLY	SWIM	CLIMB	MISC
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	15,000	/	23,000	
SPEED		20	30			
INIT	2	=	2	DEX MOD	+	MISC MOD
HERO						
SR	12	DR	7/iron			
RESISTANCES	cold & electricity 10					
POOL POINTS						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
large quarterstaff	+10	1d8/1d8	20,x2		B	8.0	
wood blast (physical) w/ ring +2	+5+2	3d6+3+8+2+2	20,x2	120	BPS	0.0	

SPELLS PER DAY

CLASS LEVEL

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

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="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

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

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				
5			Metakinesis (Su) - Empower Kinetic Blasts (+50% numeric values)	burn=1					
			Kineticist Blast physical: 1d6+1/(2 lvls)+Con Mod;						
			wood blast (physical) - lash out with boughs, vines or a deluge of stinging blooms	burn=0	30'			no	
5			Infusion Specialization (Ex) Reduce Infusion burn cost by 1, minimum 0						
			Infusions, Defensive & Utility Wild Talents						
1			Verdant Flesh (Ex): Treat +4 Con for all Kineticist abilities	burn =0					FKCC
2			Flesh of Wood - +1 AC always active, when using burn, AC+1 for 1 rnd	burn =0	defense				
2			Flesh of Wood - +x=1 AC until next time burn is removed	burn=1	defense				
2			Feybark - DR x=2/cold iron, increase x to lvl for 1 burn/point	burn=x	utility				FKCC
3			Extend Range - extend range of kinetic blasts to 120'	burn=1-1	infusion				
3			Sprouting Surge (Su): when accepting burn or gathering power						FKCC
			- lvl damage man-made objects/structures, x=5' radius, ignore hardness < 10						
4			Herbal Antivenom +9 Heal Poison, add 1 burn for neutralize poison	burn=0	utility				PA
5			Feywood Spellsource: in forest, cast alter self, charm person, entangle or memory lapse (at will)	burn=1-1	infusion				FKCC