Craobh Hebeloma

Treant (giant, fey variant) Large (variant) Male SIZE RACE & LA GENDER 101 Chaotic Neutral

WEIGHT HEIGHT Shyka the Many (TFW:34)

13'1"

Riftwood, The First World (TFW:47)

green leaves

black

EYES

woody bark

SKIN

2074 lbs



AGE ALIGNMENT DEITY	nany (1744.54)	HOMELAND & BACKGROUND OCCUPAT				ROL	JEJPI	AY	IIIG	GAI	OE /	O
LANGUAGES: Common, Treant, Speak w/ Pla	nts, Sylvan, Aura	n				Original by Neceros.	Modified	by abelliu	s@yahoo.d	om. Versio	1 1.0.2012	2
		HITPOIN	TS			CLASS REG	CORI	)ED				
ABILITY SCORE TOTAL MOD BASE ENHANCE		CURRENT HP	HP GAINED	HD	CL	ASS NAME	BAB	SKILL F		RT REF	WILL	LEVELS
STR 24 7 16 2	6	150	142	10	Greenwea	ver (Kineticist)	7	50	10	7   7	3	10
DEX 14 2 14 -2	2	152		$\vdash$			$\vdash$	$\dashv$	+	+	$\vdash$	$\vdash$
CON 30 10 18 2	4 6	NONLETHAL						$\dashv$	+	+	+	$\vdash$
INT 12 1 10	2	HP DAM TEMPORARY						$\dashv$	+	+	+	-
wis 12 1 12		TOTAL H	P 152	FAVORED	Kinetio	cist TOTALS	7	50	10	7 7	3	10
CHA 12 1 10	2		& MISCELLANEOUS T	CLASS	Tanoue	ISTAES					RANKS	
ABILITY SCORE & RACIAL NOTES		CONDITIONS	THE MISCELLANGEOUS I	KACKIIIG				SKILL	L RANKS	ABILITY		50 MISC
RACIAL NOTES	ATTACKS	& DEFENSE				<ul><li>★☑ ACROBATICS ◆</li><li>★☑ APPRAISE</li></ul>	DI II	_	1	1	3	
ARMOR CLASS TOTAL ARMOR SHIEL	.D DEX SIZE	DODGE NATURAL DEFLECT	MISC TEMP	1		* <b>☑</b> BLUFF	CH	_		1		
AC 20 -10+ 5 0	_  2	] 3		ARMOR PE	CHECK O	*□ CLIMB •	S.	_	1	7	2	
<b>TOUCH</b> 12 = 10+	2			MAX	KIMUM 6	★☑ CRAFT:  ★☑ DIPLOMACY	Th CH	_	1	1	3	
<b>FLAT-FOOT</b> 18 <sub>-10+</sub> 5 0		3		į.	SPELL 10%	☐ DISABLE DEVICE ◆	DI	_		2		
10 =10+ 0 0			COMBAT NOTES & MO	1	AILURE 10 /6	*□ DISGUISE  *□ ESCAPE ARTIST •	CH DI	_		2		
SAVING THROWS TOTAL CLASS BASE ABILIT	TY ENHANCE MISC	second attack	@ +2 BAB	25	As .	*☑ FLY •	DI		2	2	3	
<b>FORT</b> 17 7 10				4	17	HANDLE ANIMAL	CH	_	_	1	3	
REF 9 7 2			-			★☑ HEAL  ★☑ INTIMIDATE	W CH	_	_	1	3	
			**	英		✓ Kn: (nature)	11	_	_	1	3	
WILL 4 3 1	_					□ Kn:	11	_		1		
ATTACKS TOTAL BASE ATTACK BONUS TEMP	P ABILITY SIZE	MISC				□ Kn:	11	-		1		
MELEE 14 7	7		`			☐ Kn:	11	_		1		
RANGED 9 7	2	i==		190		□ Kn:	11			1		
ATTACK MODIFIER 9	===	<u> </u>		w	¥ .	☐ LINGUISTICS  *☑ PERCEPTION	11 W		10	1	3	
смв 17 7 CON	10			1	A.	*□ PERFORM:	CH		1 10	1	3	
CMD 26 = 10+ B\(\bar{A}\B\)	ST <b>O</b> 2X			Alternative Contract of the Co	7-	☑ PROF: gardener	w	_	_	1	3	
			,			*□ RIDE *  ±□ SENSE MOTIVE	DI W			1		
	FEATS &	FEATURES				☐ SLEIGHT OF HAND ◆	DI	_		2		
Race: Treant (newpathfinderraces.word		FEATS, AND CHARACTER FEATURES  Class: Kineticist HD:	· d8 ekille: 14	Int Mo	Ч	SPELLCRAFT	11	_		1	•	
	. ,				<u>u</u>	*☑ STEALTH •  *□ SURVIVAL	DI W	_	9	1	3	
Giant Template (+1 size class to Large)	• •	Archetype: Greenwe	•			÷□ Swiм •	s <sup>-</sup>	_		7		
plant - immune to paralysis, poison, polymorph, slee	p effects,& stunning.	Weapon and Armor Pro	oficiency: All S	Simple 8	Light Armor	■ Use Magic Device	CH	IA 5	1	1	3	
plant - eat & breathe, no sleep		Elemental Focus (Su):	Wood; Expa	nded El	ement: Void		STR STR	$\vdash$	+			
speed: 20, never modified by encum	brance	Gather Power (Su) use move	to reduce burn b	y 1 same	turn; 2 next turn	_	STR					
Natural Armor: +1 Natural AC +2 (gia	int) -1 (fey)	Internal Buffer (Su): S	tore unused b	ourn fror	m day to day		STR					
Stability: +4 CMD vs bull rush & trip		Voidseer (Su): Use Knowl	edge (nature) to	o identify	fey & shadow	_	STR STR	-				
Home Advantage: Forest: +4 Stealth, n	o difficult terrain	·	· · ·			MARK A TO SHOW A CLASS S	SKILL. CLA			S GAIN A +		BONUS
Gatecrasher: +2 strength to break &		-				EXPERIENCE	Γ		5,000		155,00	າດ
Treespeech: Speak w/ plants (at will)						SLOW MEDIUM Z FAS	т <b>о</b> [	BASE	FLY	SWIM	CLIMB	міѕс
Low-light Vision:		-				SPEED		20	30			
Giant: +8 Str; -2 Dex; +4 Con;						INIT 2		= [ 2	2 DE MO			MISC MOD
Fey Defense: +4 save vs mind-effects;	DR 5/cold iron	Fey Class Skills: Acr	robatics, Blu	ff, Fly 8	Stealth	HERO	$\dashv_{\sqcap}$					
Speed: Fly 30 (good)	Fey: +4 Dex, +2 Int, +2 Cha, -2 Str					L	DR	10/ir	nn			
Spell Resistance (Ex): 11+lvl		Fey (Sp) Dancing lig	•		re 1/day					11		
						RESISTANCES CO			ity 10			
ARMOR NAME & DESC		WEAPONS  AC BONUS IN	MAX DEX PENALTY S	PELL FAIL	TYPE WEIGHT	POOL POINTS 1	52	burn				
ARMOR Rosewood armor +3		5	6 0	10	Lt 25.0							
SHIELD												
WEAPON NAME & DESCRIPTION		ATTACK MODIFIERS	DAN	MAGE	CRITICA	L RANGE TYPE	WEIGHT	r	A	ммо & по	ES	
large quarterstaff			4.10	/1/18	20 v	2 R	8 N	T				

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TIPE	WEIGHT	AMMO & NOTES
large quarterstaff	+14	1d8/1d8	20,x2		В	8.0	
wood blast (physical) w/ ring +3	+9+3	5d6+5+10+2+3	20,x2	120	BPS	0.0	divine, psychic & shadow
Negative Blast (energy)	+9	5d6+5+1	20,x2	120	BPS	0.0	divine, psychic & shadow (ranged touch)

	FEATS & SPECIAL ABILITIES								EATS	& SP	ECIA	L ABI	LITIES			
Fe	NAME ats:			USES/DAY	USED	Fe	eats:		N.	AME					USES/DAY	USED
Sha	ade of the Woodlands (ISWG) - connected to dark forest, no fi	ire s	pells;			1	ktra Infus	ion								
	Chains Between the Trees - blasts, talents, abilities are divine & psychic w/ shado					1										
Un	forged Arrow of the Wild - Speak with Animals (bir	ds	only)			1										
	reduce burn (-2 select skills, sickened in urban envir					1										
	oak of Coiling Thorns - when moving, leave wall of thorn					1										
	asts 1 rnd or continues using move action					1										
	dd dimension door (burn=1), end next to thorns					┪┝										
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						1										
æ	EQUIPMENT & MAGIC ITEMS	3	TY / USES	WGT N/A	WEIGHT	#		E	QUIP	MENT	& N	AGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
Ф	Rosewood armor +3	ľ	IT / USES	WGT N/A	WEIGHT	1 1 **			IIEM					QIT / USES	WGI N/A	WEIGHT
	large quarterstaff	T				1										
	wooden ring of wooden blasts -	$\top$				1										
	+3 attack & damage (wood blast)	$^{\dagger}$				1										
	Belt of Mighty Constitution +2	$\dagger$				┪┢										
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#				CONTAINI	ER	BAGS & CC	IN IAI	NI-RE		.UME/WEIG	HT LIMIT/NO	TES		WEIGHT
	BELT:															
	BODY:															
	CHEST:															
	EYES:															
	FEET:			CARRII		CARRIED	WGT N/A	STORED	H				SURE C	ARRIED		WEIGHT
	HANDS:	PLA	TINUM				<i>'</i>									
	HEAD:	G	OLD													
н	:ADBAND:	SI	LVER													
	NECK:	cc	PPER									1.6	ADS &	HET		
	RING:								LIGH	т ме	DIUM	HEAVY LOAD	ADS &	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:			С	ARRI	ED WE	IGHT		232	- 1	64	696	N	696	1392	3480
SH	OULDERS:		MOR &	CURRENC	EQ	UIPMENT	MISC	TOTAL	0		0		MODIFIE	0	0	0
	WRIST:		3.0	0.0		0.0		33.0	CURR	ENT LOA	D	LIGHT		IEDIUM 🗖	HEA\	vy 🗆
		_														

		SPELLS PER DAY			BLOODLINES & PATRONS			SPELLS P	ER DAY			
CLA	ss		Kineticist	LEVEL 10	BLOODLINE/PATRON		CLASS				LEVE	
CLA	<sup>55</sup> L		ABILITY	SPELLS	BLOODLINE/PATRON		CEASS			ABILITY		SPELLS
SAV	E DC	LEVEL	TOTAL CLASS BONUS	MISC KNOWN			SAVE DC	LEVEL	TOTAL CLAS		міѕс	KNOWN
F	=	0			DOMAINS			0	<b></b>  -	ᆗ┌──	<u> </u>	-
L	_	1st		<u> </u>	DOMAIN Wood Element			ıst			<u> </u>	
	:	2nd			SUBDOMAIN			2nd				
		3rd			30DD MAIN			3rd				
┌	╡	4th			Void Element			4th				i i i i
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L	┙	6th			SUBDOMAIN			6th		_	<u></u>	
L		7th						7th			<u> </u>	
		8th			WIZARD SPECIALITY SCHOOL			8th				
	$\overline{}$	9th			SPECIALITY			9th	$\overline{}$	$\neg \Box \Box$		ī
CLOSE:	_	_	MEDIUM:	LONG:	FOCUSED		CLOSE:		MEDIUM:		LONG:	
25FT + 5FT / 2 L	<sub>vL</sub> 50	)	100ft + 10ft / LVL 200	400FT + 40FT / LVL 800	PROHIBITED		25FT + 5FT / 2 LVL	25	100FT + 10FT / LVL	100	400FT + 40FT / LV	+ vL 400
SP	ELL I	TOTAL	CLASS ARILITY OTH	HER CURRENT POINTS	<u></u>		SPELL	O	CLASS	ARILITY OTHE	R CU	URRENT POINTS
POI	NTS	0			PROHIBITED		POINTS	U			┙┖	
LEVEL	PREP	USED			SPELLS NAME & DESCRIPTION	SCHOOL	DII	RATION	RANGE	SAVE	SR	REFERENCE
	I KEI	0325	basic phytokinesis		NAME & DESCRIPTION	3611002		KATION .	KANGE	SATE	J.	
			You can prune and	d otherwise gar	den plants within 30' without gardening tools.	burn=	0 u	tility	30'			
			You search wooded	l areas and other	plant-heavy areas from a distance as if using sift	burn=	0 u	tility	30'	none	no	APG
			You gain +3 to dip	lomacy checks	with plant based creatures	burn=	0 u	tility				
			Basic Chaokinesis	i								
			You can create a s	shadow that pro	tects a target from bright light.							
			You change gravity to incr	rease a creature's car	rying capacity by half or grant a creature a +4 Acrobatics (jump).							
9			Metakinesis (Su) -	Maximize Kine	tic Blasts (maximum numeric values)	burn=	2					
5			Metakinesis (Su) -	Empower Kine	tic Blasts (+50% numeric values)	burn=	1					
			Kineticist Blast phy	/sical: 1d6+1/(2	2 lvls)+Con Mod; energy 1d6+Con Mod/2							
			wood blast (physical	al) - lash out wit	h boughs, vines or a deluge of stinging blooms	burn=	0 :	30'			no	
			Elemental Overfloo	w: +burn attack	& +2*burn damage (max 1 attack/2 dam)	burn=	0					
			Negative Blast (en	ergy) blast you	r foe with negative energy. (ranged touch)	burn=	0 :	30'				
<u> </u>			Pulsing Puffs: Blast—injury; sa	ave Fort DC 18; onset 1 n	ninute; frequency 1/day; effect 1d6 Dex damage; cure 2 consecutive saves.	diseas	e					
5			Infusion Specializa	ation (Ex) Redu	ce Infusion burn cost by 1, minimum 0							
			Infusions, Defensiv	ve & Utility Wild	Talents							
1			Verdant Flesh (Ex)	): Treat +4 Con	for all Kineticist abilities	burn =	:0				Ш	FKCC
2			Flesh of Wood - +	1 AC always ac	tive, when using burn, AC+1 for 1 rnd	burn =	0 de	fense				
2			Flesh of Wood - +>	x=1 AC until nex	kt time burn is removed	burn=	1 de	fense				
2			Feybark - DR x=5/	cold iron, increa	ase x to lvl for 1 burn/point	burn=	x u	tility				FKCC
3			Extend Range - ex	tend range of k	inetic blasts to 120'	burn=1	-1 inf	usion				
3			Sprouting Surge (S	Su): when accep	oting burn or gathering power							FKCC
			- Ivl damage man-	-made objects/s	structures, x=15' radius, ignore hardness < 10							
4			Herbal Antivenom	+9 Heal Poison	, add 1 burn for neutralize poison	burn=	0 u	tility				PA
5			Feywood Spellsource:	in forest, cast alte	r self, charm person, entangle or memory lapse (at will)	burn=1	-1 inf	usion	DC=10	+lvl/2+Con	Mod	FKCC
10			Feywood Spellsource: in for	rest, hallucinatory terrai	n, modify memory, memory lapse, tree stride, & wall of thorns (at will)	burn=2	-1 inf	usion	DC=10	+lvl/2+Con	Mod	FKCC
6			Green Tongue - Sp	peak with Plant	S	burn=	0 u	tility				
8			Kinetic Healer - us	e wood kinetic	plast to heal	burn=	1 u	tility				
10			Healing Buret - use	a wood kinetic b	plast to heal 30' rad (half of damage)	hurn=	1	tility				

burn=3-1

infusion

Spore Infusion - wood blast causes Pulsing Puffs infection 1d6 dam/rnd for 10 rnds then Pulsing Puff disease

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Market				SPELLS						
	LEVEL	PREP	USED	NAME & DESCRIPTION  Financiating Influsion - target takes 1 negative level (Fort save negates)	school	infusion	RANGE	SAVE	SR	REFERENCE
	┝╨			Life valing initision - target takes i negative level (i oit save negates)	Du111-4-1	IIIIusioii				
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