

**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
<b>STR</b>	24	7	16	2	6	
<b>DEX</b>	14	2	14	-2	2	
<b>CON</b>	30	10	18	2	4	6
<b>INT</b>	12	1	10		2	
<b>WIS</b>	12	1	12			
<b>CHA</b>	12	1	10		2	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
152	142	10	Greenweaver (Kineticist)	7	50	10	7	7	3	10			
TOTAL HP			152	FAVORED CLASS	Kineticist	TOTALS	7	50	10	7	7	3	10

ABILITY SCORE & RACIAL NOTES

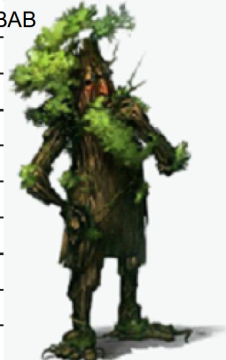
CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	20	-10+	5	0	2		3			
<b>TOUCH</b>	12	-10+			2					
<b>FLAT-FOOT</b>	18	-10+	5	0	0		3			

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	6	10%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	17	7	10			
<b>REF</b>	9	7	2			
<b>WILL</b>	4	3	1			

second attack @ +2 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	14	7		7		
<b>RANGED</b>	9	7		2		
<b>CMB</b>	17	7	CON	10		
<b>CMD</b>	26	-10+	B7B	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+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; Expanded Element: Void  
 Gather Power (Su) use move to reduce burn by 1 same turn; 2 next turn  
 Internal Buffer (Su): Store unused burn from day to day  
 Voidseer (Su): Use Knowledge (nature) to identify fey & shadow

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	50
<input checked="" type="checkbox"/> Acrobatics	DEX	6	1	2	3
<input type="checkbox"/> Appraise	INT	1		1	
<input checked="" type="checkbox"/> Bluff	CHA	1		1	
<input checked="" type="checkbox"/> Climb	STR	7		7	
<input checked="" type="checkbox"/> Craft	INT	5	1	1	3
<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	7	2	2	3
<input checked="" type="checkbox"/> Handle Animal	CHA	6	2	1	3
<input checked="" type="checkbox"/> Heal	WIS	6	2	1	3
<input checked="" type="checkbox"/> Intimidate	CHA	6	2	1	3
<input checked="" type="checkbox"/> Kn: (nature)	INT	14	10	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	14	10	1	3
<input type="checkbox"/> Perform	CHA	1		1	
<input checked="" type="checkbox"/> Prof: gardener	WIS	14	10	1	3
<input checked="" 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	14	9	2	3
<input type="checkbox"/> Survival	WIS	1		1	
<input type="checkbox"/> Swim	STR	7		7	
<input checked="" type="checkbox"/> Use Magic Device	CHA	5	1	1	3
<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  105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	20	30			

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR 12 DR 10/iron

RESISTANCES cold & electricity 10

POOL POINTS 152 burn

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Rosewood armor +3	5	6	0	10	Lt	25.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
large quarterstaff	+14	1d8/1d8	20,x2		B	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)



**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

**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"/>

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

TOTAL  CLASS  ABILITY  OTHER  CURRENT 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				
			Basic Chaokinesis						
			You can create a shadow that protects a target from bright light.						
			You change gravity to increase a creature's carrying capacity by half or grant a creature a +4 Acrobatics (jump).						
9			Metakinesis (Su) - Maximize Kinetic Blasts (maximum numeric values)	burn=2					
5			Metakinesis (Su) - Empower Kinetic Blasts (+50% numeric values)	burn=1					
			Kineticist Blast physical: 1d6+1/(2 lvls)+Con Mod; energy 1d6+Con Mod/2						
			wood blast (physical) - lash out with boughs, vines or a deluge of stinging blooms	burn=0	30'			no	
			Elemental Overflow: +burn attack & +2*burn damage (max 1 attack/2 dam)	burn=0					
			Negative Blast (energy) blast your foe with negative energy. (ranged touch)	burn=0	30'				
			Pulsing Puffs: Blast—injury; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Dex damage; cure 2 consecutive saves.	disease					
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=5/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=15' 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	DC=10	+lvl/2+Con	Mod	FKCC
10			Feywood Spellsource: in forest, hallucinatory terrain, modify memory, memory lapse, tree stride, & wall of thorns (at will)	burn=2-1	infusion	DC=10	+lvl/2+Con	Mod	FKCC
6			Green Tongue - Speak with Plants	burn=0	utility				
8			Kinetic Healer - use wood kinetic blast to heal	burn=1	utility				
10			Healing Burst - use wood kinetic blast to heal 30' rad (half of damage)	burn=1	utility				
9			Spore Infusion - wood blast causes Pulsing Puffs infection 1d6 dam/rnd for 10 rnds then Pulsing Puff disease	burn=3-1	infusion				

