

Craboh
 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	34	12	18	2	4	10
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			
241	226	15	Greenweaver (Kineticist)	11	75	15	9	9	5	15			
TOTAL HP			241	FAVORED CLASS	Kineticist	TOTALS	11	75	15	9	9	5	15

ABILITY SCORE & RACIAL NOTES

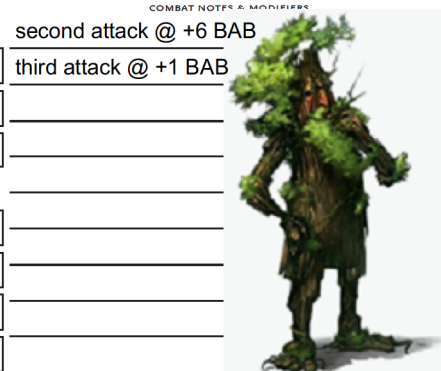
CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	6	0	2		3			
TOUCH	12	-10+			2					
FLAT-FOOT	19	-10+	6	0	0		3			

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	75
<input checked="" type="checkbox"/> ACROBATICS	DEX	6	1	2	3
<input type="checkbox"/> APPRAISE	INT	1		1	
<input checked="" type="checkbox"/> BLUFF	CHA	5	1	1	3
<input 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	8	3	2	3
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	7	3	1	3
<input checked="" type="checkbox"/> HEAL	WIS	7	3	1	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	7	3	1	3
<input checked="" type="checkbox"/> KN: (nature)	INT	19	15	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"/> KN:	INT			1	
<input type="checkbox"/> LINGUISTICS	INT			1	
<input checked="" type="checkbox"/> PERCEPTION	WIS	19	15	1	3
<input type="checkbox"/> PERFORM	CHA	1		1	
<input checked="" type="checkbox"/> PROF: gardener	WIS	19	15	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	19	14	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				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	21	9	12			
REF	11	9	2			
WILL	6	5	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	18	11		7		
RANGED	13	11		2		
CMB	23	11	CON	12		
CMD	30	-10+	11	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 Elements: Void, Wood
 Gather Power/Supercharge use move to reduce burn by 2 same turn; 3 next turn
 Internal Buffer (Su): Store unused burn from day to day (max 2/day)
 Voidseer (Su): Use Knowledge (nature) to identify fey & shadow

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Rosewood armor +4	6	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 SLOW MEDIUM FAST 635,000 / 890,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20	20	30			

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR 12 DR 10/iron

RESISTANCES cold & electricity 10

POOL POINTS 241 burn

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
large quarterstaff	+18	1d8/1d8	20,x2		B	8.0	
wood blast (physical) w/ ring +4	+13+4	8d6+8+12+2+4	20,x2	120	BPS	0.0	all divine, psychic & shadow
Positive or Negative Blast (energy)	+13	8d6+6+1	20,x2	120	BPS	0.0	ranged touch
Positive/Negative Admixture (composite)	+13	16d6+12+1	20,x2	120			1/2 +, 1/2 -, ranged touch
Verdant Blast (composite)	+13+4	16d6+16+12+2+4	20,x2	120			

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

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

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).						
15			Metakinesis (Su) - Quicken Kinetic Blasts (two blasts per action)	burn=4					
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 2 attack/4 dam) & size bonus	burn=0					
			Negative Blast (energy) blast your foe with negative energy. (ranged touch)	burn=0	30'				
			Positive Blast (energy) blast your foes with positive energy - harms undead (ranged touch)	burn=0	30'				
			Positive/Negative Admixture half positive, half negative (composite, energy)	burn=2	30'				
			Verdant Blast (physical) - optionally positive energy	burn=2	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 3, 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=1-3	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=1-3	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=2-3	infusion	DC=10	+lvl/2+Con	Mod	FKCC
15			Feywood Spellsource: in forest, summon nature's ally VII (summoning 1 nuckelavee or 1d4+1 shambling mounds only),	burn=3-3	infusion				
			& mass charm monster, transport via plants, transmute metal to wood (at will)						
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=3-3	infusion				

