Woden der Udwyrd (Wouldn't the Would Weird)

CHARACTER			PLAYER				
Wyrwood	small	neutral	4' 2"	120 lbs	none	brown	wooden
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN

170	neutral	none	Oenopion, Nex
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Common, Sylvan, Elven, Gnome, Goblin

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	18	4	16	2		
CON	18	4	18			
INT	18	4	16	2		
WIS	10	0	10			
CHA	16	3	18	-2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 12

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 12

CLASS RECORDER

HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
12	1	kineticist (wood element)	0	8		2	2	0	1
	FAVORED CLASS	TOTALS	0	8	0	2	2	0	1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	=10+	5	0	4	1		1			
TOUCH	15	=10+			4	1					
FLAT-FOOT	17	=10+	5	0	0	1		1			

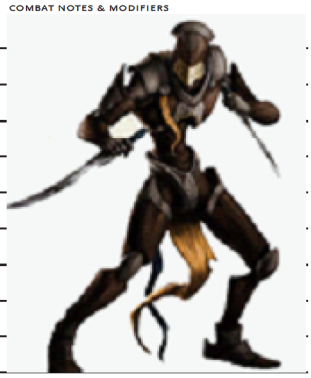
ARMOR CHECK PENALTY: 0

MAXIMUM DEX: 5

SPELL FAILURE: 15%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	2	4			
REF	6	2	4			
WILL	0	0	0			

COMBAT NOTES & MODIFIERS



ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	2	0			1	1	
RANGED ATTACK MODIFIER	5	0			4	1	
CMB	5	0	CON		4	1	
CMD	16	=10+	BAB 0	DODGE & DEFLECT	STR & DEX 5	1	

SKILLS

RANKS TOTAL TRAINED: 8

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ☑ Acrobatics ♦	DEX	8	1	4	3	
☆ ☐ Appraise	INT	4		4		
☆ ☐ Bluff	CHA	3		3		
☆ ☐ Climb ♦	STR	1		1		
☆ ☑ Craft: wood sculpture	INT	8	1	4	3	
☆ ☐ Diplomacy	CHA	3		3		
☐ Disable Device ♦	DEX			4		
☆ ☐ Disguise	CHA	3		3		
☆ ☐ Escape Artist ♦	DEX	4		4		
☆ ☐ Fly ♦	DEX	4		4		
☑ Handle Animal	CHA			3		
☆ ☑ Heal	WIS	0		0		
☆ ☑ Intimidate	CHA	7	1	3	3	
☑ Kn: nature	INT	8	1	4	3	
☐ Kn:	INT			4		
☐ Kn:	INT			4		
☐ Kn:	INT			4		
☐ Kn:	INT			4		
☐ Kn:	INT			4		
☐ Linguistics	INT			4		
☆ ☑ Perception	WIS	4	1	0	3	
☆ ☐ Perform:	CHA	3		3		
☑ Prof: woodworker	WIS	4	1	0	3	
☆ ☐ Ride ♦	DEX	4		4		
☆ ☐ Sense Motive	WIS	0		0		
☐ Sleight of Hand ♦	DEX			4		
☐ Spellcraft	INT			4		
☆ ☑ Stealth ♦	DEX	8	1	4	3	
☆ ☐ Survival	WIS	0		0		
☆ ☐ Swim ♦	STR	1		1		
☑ Use Magic Device	CHA	7	1	3	3	
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

- Race: Wyrwood (construct) (ISR-189,254)
- Darkvision & Lowlight vision
- Vulnerable: Fire +1 damage; Resistance: cold 5
- Kineticist Class HD=8 (OA-10)
- Prof: Simple Weapons & Light Armor
- Elemental Focus (Su) Wood (OO-8)
- Basic manipulation: Phytokinesis (OO-8)
- Burn (Ex): max 3+Con Mod = 7 (OA-11)
- Gather Power (Su) concentrate 1 rnd, reduce required burn by 3 (OA-12)
- Infusion (su) substance/form, enhance wild talent (OA-12)
- Kinetic blast (Sp) - (see spell page)
- Extra Wild Talent Feat (OA-133)

EXPERIENCE: 0 / 2,000
SLOW ☐ MEDIUM ☑ FAST ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

INIT 4 = 4 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES: cold 5

POOL POINTS: 7 burn

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	studded leather armor w/ permanent barkskin +2	5	5		15		20.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
oak quarterstaff	+2	1d4+1	x2		B	4.0	double
wood blast (physical)	+5	1d6+1+4	x2		all	0.0	

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	oak quarterstaff			

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	studded leather armor w/ permanent barkskin +2			

WORN MAGIC ITEM EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
24.0	0.0	0.0		24.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Kineticist | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 25 | MEDIUM: 100FT + 10FT / LVL: 110 | LONG: 400FT + 40FT / LVL: 440

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

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
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

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

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Basic Phytokinesis						internet
			You can prune and otherwise garden plants within 30' without gardening tools.	burn=0	utility	30'			internet
			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 to plant-based creatures	burn=0	utility				
			wood blast (physical) - lash out with boughs, vines, or a deluge of stinging blooms.	burn=0	instant	30'		no	
			- 1d6+1 + the kineticist's Constitution modifier						
			flesh of wood - +1 AC always active, when using burn, AC+1 for 1 rnd	burn=0	defense				
			flesh of wood +x=1 AC until next time burn is removed	burn=1	defense				
1			roots - sink roots into soft surfaces (e.g. soil or snow) making it hard to move you, as earth walk (OA-24)	burn=0	utility				

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