

Woden der Udwyrd (Wouldn't the Would Weird)

CHARACTER
Wyrwood small neutral
 RACE & LA SIZE GENDER
 170 neutral none
 AGE ALIGNMENT DEITY
 Oenopion, Nex
 HOMELAND & BACKGROUND OCCUPATION



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	22	6	18		4	
INT	18	4	16	2		
WIS	10	0	10			
CHA	16	3	18	-2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
124	124	10	kineticist (wood element)	7	80		7	7	3	10
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	124	FAVORED CLASS	TOTALS	7	80	0	7	7	3	10

LANGUAGES: Common, Sylvan, Elven, Gnome, Goblin

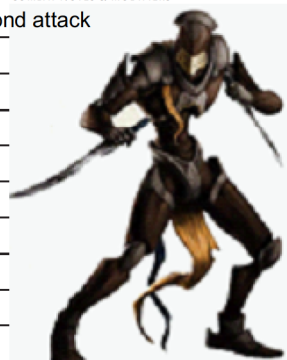
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	7	0	4	1		1		
TOUCH	15	-10+			4	1				
FLAT-FOOT	19	-10+	7	0	0	1		1		

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 5
 SPELL FAILURE: 5%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	16	7	6		3	
REF	14	7	4		3	
WILL	6	3	0		3	

COMBAT NOTES & MODIFIERS
 +3 BAB second attack



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	9	7		1	1	
RANGED	12	7		4	1	
CMB	14	7	CON	6	1	
CMD	23	-10+	B7B	DODGE & DEFLECT 0	STR & DEX 5	1

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	12	5	4	3	
<input type="checkbox"/> APPRAISE	INT	4		4		
<input type="checkbox"/> BLUFF	CHA	3		3		
<input type="checkbox"/> CLIMB *	STR	1		1		
<input checked="" type="checkbox"/> CRAFT: wood sculpture	INT	17	10	4	3	
<input type="checkbox"/> DIPLOMACY	CHA	3		3		
<input type="checkbox"/> DISABLE DEVICE *	DEX			4		
<input type="checkbox"/> DISGUISE	CHA	3		3		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	4		4		
<input type="checkbox"/> FLY *	DEX	4		4		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	11	5	3	3	
<input checked="" type="checkbox"/> HEAL	WIS	8	5	0	3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	16	10	3	3	
<input checked="" type="checkbox"/> KN: nature	INT	17	10	4	3	
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> LINGUISTICS	INT			4		
<input checked="" type="checkbox"/> PERCEPTION	WIS	13	10	0	3	
<input type="checkbox"/> PERFORM:	CHA	3		3		
<input checked="" type="checkbox"/> PROF: woodworker	WIS	13	10	0	3	
<input type="checkbox"/> RIDE *	DEX	4		4		
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			4		
<input type="checkbox"/> SPELLCRAFT	INT			4		
<input checked="" type="checkbox"/> STEALTH *	DEX	17	10	4	3	
<input type="checkbox"/> SURVIVAL	WIS	0		0		
<input type="checkbox"/> SWIM *	STR	1		1		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	11	5	3	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Wyrwood (construct) (ISR-189,254)	Internal Buffer (Su) store x=1 burn (OA-13)
Darkvision & Lowlight vision	Expanded Elements (Su) =
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 = 9 (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)	Weapon Focus - Wood Blast +1
Extra Wild Talent Feat (OA-133)	Penetrating Strike (ignore dam resist 5) (PCR-131)
Elemental Overflow (Ex) (see spell page)	Greater Penetrating Strike (ignore dam resist 10) (PCR-125)
Infusion Specialization (Ex) reduce burn by x=2 (OA-12)	Improved Initiative +4 initiative
Metakinesis (Su) metamagic feats w/ blast (OA-13)	Toughness (extra HP) (PCR)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: bramble leather armor of the forest guardian +4	7	5		5		20.0
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 105,000 / 105,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 8 = 4 DEX MOD + 4 MISC MOD

HERO

SR DR

RESISTANCES cold 5

POOL POINTS 9 burn

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Oak Staff of the forest guardian +3	+9+3	1d4+1+3	x2,19-20		B	4.0	double
wood blast (physical)	+12+3+1	5d6+5+6+3+1	x2,19-20		all	0.0	ignore DR 10, burn adds bonus
earth blast (physical)	+12	5d6+5+6	x2,20		all	0.0	burn adds bonus
autumn blast (composite, physical)	+12+3	10d6+10+6+3	x2,19-20		all	0.0	ignore DR 10, burn adds bonus

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

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NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

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#	ITEM	QTY / USES	WGT N/A	WEIGHT

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			

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
24.0	0.0	0.0		24.0

TREASURE CARRIED						
#	TREASURE					WEIGHT

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

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"/>

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
<input type="text" value="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						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	
			- attack = +12+3; damage = 5d6+5+Con Mod+3; crit x2,19-20						
			elemental overflow +1 attack, damage per burn (max x=+1/3 lvls)						OA-13
			elemental overflow +2 to 2 abilities when burn at least 3						
			Metakinesis empower (burn=1), maximize (burn=2)	burn=1,2					OA-13)
			flesh of wood - +1 AC always active, when using burn, AC+1 for 1 rnd	burn=0	defense				
			flesh of wood +x=3 AC until next time burn is removed	burn=3	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				
1			woodland step - move through forest unimpeded (as woodland stride)	burn=0	utility				PCR-51
2			Entangling Infusion - hit foe becomes entangled for 1 minute, escape artist/strength to exit	burn=2-2	infusion		reflex		OA-19
4			Toxic Infusion - blasts are sickened for 1 rnd	burn=3-1	infusion		fort		OO-9
4			Toxic Infusion Greater - 1d2 Str or Dex or 1 Con dam /rnd for 6 rnds	burn=3-1	infusion				OO-9
3			Warp Wood - bend and twist wooden objections (as warp wood)	burn=0	utility				PCR-368
4			Shape Wood - reshape wood (as wood shape)	burn=0	utility				PCR-370
4			Greensight - See through plant material (as greensight)	burn=0	utility	60'			B4-295
6			Green Tongue - continuously Speak w/ plants (as speak w/ plants)	burn=0					PCR-346
			earth blast (physical) send shards of earth (as wood blast above)	burn=0					OA-15
			autumn blast (composite, physical) fallen leaves and earthen decay batter foe	burn=2-1					(OO-8)
			- attack = +12+3; damage = 10d6+10+Con Mod+3; crit x2,19-20						(OA-15)
9			Forest Siege - transform local plants into besieging army (as greater siege of trees)	burn=0					UC-244