

CHARACTER
Petrifern diminutive male-ish
 RACE & LA SIZE GENDER
 1 neutral -
 AGE ALIGNMENT DEITY
 PLAYER HEIGHT WEIGHT HAIR EYES SKIN
 11" 1 lb 12 oz green leaves black bark
 Mwangi Expanse
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: plantspeech (tree)

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	2	-4	2			
DEX	9	-1	9			
CON	13	1	13			
INT	6	-2	6			
WIS	6	-2	6			
CHA	9	-1	9			

HITPOINTS

CURRENT HP	HP GAINED	HD
5	5	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	5	FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Spirit Animal	0	2		3	2	0	1
TOTALS	0	2	0	3	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	0	0	-1	4		2		1
TOUCH	13	-10+			-1	4				
FLAT-FOOT	15	-10+	0	0	-1	4		2		

ARMOR CHECK PENALTY **0**

MAXIMUM DEX **--**

SPELL FAILURE **0%**

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	1	2	-1			
WILL	-2	0	-2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		-4	4	
RANGED	3	0		-1	4	
CMB	5	0	CON	1	4	
CMD	9	-10+	BOB	0	STR 5	4



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

- Race: Petrifern (plant) (FF-31)
- Spirit Animal (ACG-47) treated as Familiar (PCR-82)
- blindsight 30'
- plant traits: Immune: charms, compulsions, morale, patterns, and phantasms
- plant traits: Immune: paralysis, poison, polymorph, sleep, and stun
- Petrify (Ex) petrify itself indefinitely, AC+5, stealth+20
- resistance 10 to cold and fire, no move
- Toxic Secretion (Ex) - if touched, target sickened for 1d4 rnd
- DC 11 Fort save, 1/day
- Familiar +x=1 AC Int=6
- Alertness +2 bonus on Perception and Sense Motive
- Improved Evasion: reflex save takes 0 instead of 1/2 dam
- failed reflex save takes 1/2 dam
- Share Spells - master casts "you" spells on familiar
- Empathic Link (Su) - 1 mile
- Far Roaming Familiar - distance doesn't sever link (FF-18)

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS +	DEX	-1		-1	
* APPRAISE	INT	-2		-2	
* BLUFF	CHA	-1		-1	
* CLIMB +	STR	-4		-4	
* CRAFT:	INT	-2		-2	
* DIPLOMACY	CHA	-1		-1	
* DISABLE DEVICE +	DEX			-1	
* DISGUISE	CHA	-1		-1	
* ESCAPE ARTIST +	DEX	-1		-1	
* FLY +	DEX	-1		-1	
* HANDLE ANIMAL	CHA			-1	
* HEAL	WIS	-2		-2	
* INTIMIDATE	CHA	-1		-1	
* KN: nature	INT	-1	1	-2	
* KN: planes	INT	-1	1	-2	
* KN: religion	INT	-1	1	-2	
* KN:	INT			-2	
* KN:	INT			-2	
* KN:	INT			-2	
* LINGUISTICS	INT			-2	
* PERCEPTION	WIS	4	1	-2	3 2
* PERFORM:	CHA	-1		-1	
* PROF:	WIS			-2	
* RIDE +	DEX	-1		-1	
* SENSE MOTIVE	WIS	0		-2	2
* SLEIGHT OF HAND +	DEX			-1	
* SPELLCRAFT	INT	-1	1	-2	
* STEALTH +	DEX	3	1	-1	3
* SURVIVAL	WIS	-2		-2	
* SWIM +	STR	-4		-4	
* USE MAGIC DEVICE	CHA			-1	
* STR	STR				
* STR	STR				
* 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

EXPERIENCE SLOW MEDIUM FAST **0** / 2,000

SPEED BASE **20** FLY SWIM CLIMB MISC

INIT -1 = -1 DEX MOD + MISC MOD

HERO

SR **DR**

RESISTANCES immune - plant traits

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR none						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
no attacks							