

CHARACTER
Petrifern diminutive male-ish
RACE & LA SIZE GENDER
1 neutral -
AGE ALIGNMENT DEITY
LANGUAGES: plantspeech (tree)

PLAYER
11" 1 lb 12 oz green leaves black bark
HEIGHT WEIGHT HAIR EYES SKIN
Mwangi Expanse
HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	2	-4	2			
DEX	11	0	9	2		
CON	13	1	13			
INT	10	0	10			
WIS	6	-2	6			
CHA	11	0	9	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
53	41	10	Spirit Animal	10	2		6	5	7	10
	12									
TOTAL HP	53	FAVORED CLASS	TOTALS	10	2	0	6	5	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	0	0	4		2		5	
TOUCH	14	-10+		0	4					
FLAT-FOOT	16	-10+	0	0	4		2			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	6	1			
REF	5	5	0			
WILL	5	7	-2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	10		-4	4	
RANGED	14	10		0	4	
CMB	15	10	CON	1	4	
CMD	20	-10+	10	0	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=5 AC Int=10
- 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
- Deliver Touch Spells (PCR-83)
- Speak w/ Master (PCR-83)
- Speak w/ Plants of Its Kind (PCR-83)
- Weapon Proficiency - dagger
- Toughness extra HP +2 +lvl
- Polyglot Familiar - Familiar speaks with insects (FF-19)
- Telepathic Link w/ Master (FF-18)
- Far Roaming Familiar - distance doesn't sever link (FF-18)

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	42
<input checked="" type="checkbox"/> ACROBATICS *	DEX	0	0		
<input type="checkbox"/> APPRAISE	INT	0	0		
<input type="checkbox"/> BLUFF	CHA	0	0		
<input checked="" type="checkbox"/> CLIMB *	STR	-4	-4		
<input type="checkbox"/> CRAFT: masks	INT	1	1	0	
<input type="checkbox"/> DIPLOMACY	CHA	0	0		
<input type="checkbox"/> DISABLE DEVICE *	DEX			0	
<input type="checkbox"/> DISGUISE	CHA	0	0		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	0	0		
<input checked="" type="checkbox"/> FLY *	DEX	4	1	0	3
<input type="checkbox"/> HANDLE ANIMAL	CHA	1	1	0	
<input type="checkbox"/> HEAL	WIS	-1	1	-2	
<input type="checkbox"/> INTIMIDATE	CHA	0	0		
<input type="checkbox"/> KN: nature	INT	10	10	0	
<input type="checkbox"/> KN: planes	INT	3	3	0	
<input type="checkbox"/> KN: religion	INT	3	3	0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> LINGUISTICS	INT			0	
<input checked="" type="checkbox"/> PERCEPTION	WIS	13	10	-2	3 2
<input type="checkbox"/> PERFORM:	CHA	0	0		
<input type="checkbox"/> PROF:	WIS			-2	
<input type="checkbox"/> RIDE *	DEX	0	0		
<input type="checkbox"/> SENSE MOTIVE	WIS	0		-2	2
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			0	
<input type="checkbox"/> SPELLCRAFT	INT	10	10	0	
<input checked="" type="checkbox"/> STEALTH *	DEX	4	1	0	3
<input type="checkbox"/> SURVIVAL	WIS	-1	1	-2	
<input checked="" type="checkbox"/> SWIM *	STR	-4		-4	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0	
<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 / 105,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20	20				
INIT	0	=	0	DEX MOD	+ 0 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							
wooden thorn dagger +1	+10+1	1d2+1	10-20,x2	10	P,S	0.1	