

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
152	152	15	stonespeaker	11	75	0	9	5	9	15	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	152	FAVORED CLASS	stonespeaker	TOTALS	11	75	0	9	5	9	15

ARMOR CLASS		TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	11	5	2	-1		1			
TOUCH	11	-10+			2	-1					
FLAT-FOOT	26	-10+	11	5	0	-1		1			

COMBAT NOTES & MODIFIERS												
second attack @ +6 BAB										ARMOR CHECK PENALTY		0
third attack @ +1 BAB										MAXIMUM DEX		5
										SPELL FAILURE		40%

SAVING THROWS		TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12		9	3			
REF	7		5	2			
WILL	20		9	11			

ATTACKS		TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	12		11		2	-1	
RANGED ATTACK MODIFIER	12		11		2	-1	
CMB	23	11	WIS		11	-1	2
CMD	26	-10+	11	DODGE & DEFLECT	4	-1	2

Race: Funglet - Humanoid; Plant (AAW:URC 97)	weapon focus (pickaxe)
Large -1 AC & attack; +1 CMB & CMD; Reach 10'	Fungal Conversion: Mushroom-shape (as Tree shape)
Minesight: low-light vision & darkvision 90 ft., dazzled in bright light	Terra Submersion: Burrow 10' deep into earth
Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stunning	
Natural Armor: +1 AC	Underworld Stalker (Ex): move unhindered through difficult, rocky terrain
Vulnerability: Fire + 50% damage	Elemental shape (5/day) as (earth) elemental body IV
subtype: Audirefunglet	Stone Steps (Sp): teleport 30'/lvl/day (w/ others)
continuous speak with plants effect	Toughness: bonus feat
Class: Stonespeaker HD: d8; skills: 4+Int Mod (AAW:URC 177)	Stoneblood (Ex): 75% ignore critical; immune petrification, bleed, blood drain
Secrets of the Stone (Sp): listed as spells (3+Wis Mod/day each)	Favored Terrain (Ex): (Underground) pass w/o trace
Weapon Prof: all simple + flails, hammers, & picks	+6 initiative, Knowledge (geography), Perception, Stealth, & Survival
Armor Prof: light & medium armor + shields	Tremorsense: x=40'
Exploding Earth: 1d6/lvl+Wis Mod dam; range :25 + 5/2 lvls	Stone Lore: listed below
5' square; DC: 10+lvl/2+Wis Mod for half dam;	Favored Class Option: +1/3 of a secret of the stone
+1 use for +lvl dam DC +1/4 lvls (lvl+Wis Mod/day)	& +1 use for trip; & +1 use to increase area by 10' square

ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Boletann Breastplate +5	11	5	0	25	M	25.0
SHIELD	heavy Boletann shield +3	5		0	15		15.0

Exploding Earth	automatic	15d6+11		50	B		DC 28 half dam + add'l effects
sling	+12	1d6+2	20,x2	50	B	1.0	
pickaxe (2-handed) +5	+12+1+5	2d6+3+5	20,x4		P	12.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Additional Feats & Class Features:		
Summoning Mastery (Ex): Augment Summoning +4 Str & Con		
Superior Summoning: add 1 to number of creatures summoned		
Extra Stone Secret (x4)		
Empower Spell-Like Ability (Exploding Earth) +50% variables (+1 use)		

[illegible]

BAGS & CONTAINERS

36	CONTAINER			VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
53.0	0.0	0.0		53.0

TREASURE CARRIED

36	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT ☒		MEDIUM ☐	HEAVY ☐	

