Sentient Plant

**KOM: CON**

**KDM: Choice of Mental stat**

**12 hp/level, full BAB, 4 skills**

**Bonus Feats: Slow and Steady, Danger Sense, By Will Sustained**

1st Circle – Speak With PlantsEX: You gain the ability to speak to plants. You are able to ask questions of and receive answers from plants. A regular plant’s sense of its surroundings is limited, so it won’t be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. In addition, all terrain within [Close] range of you is treated as difficult terrain for opponents.

2nd Circle – Entangling RootsEX: Once per [Round], you may spend a move action to add the [Entangled] condition to your attacks. Any creature you hit must make a Reflex save (DC 10 + ½ your level + your Key Offensive Modifier) or be [Entangled] for 1 [Round]. Any creature affected by this ability has to make only one Reflex save per [Round]. At 4th circle, this improves to affecting every opponent within your [Melee] range of any creature you choose to attack.

3rd Circle – Setting Down RootsEX: At the end of your turn, subtract how far you have moved during the current [Round] from your move speed. For every 5 ft. of this result, you gain 2 points of [Fast healing] and a +1 deflection bonus to your armor class for one [Round]. These bonuses stack a number of times equal to the number of circles you possess from this track, up to a maximum of 14 [Fast healing] and a +7 deflection bonus to your AC at 7th circle. Movement caused by effects not created by you does not change the bonuses you get, and you start with the maximum bonuses at the start of every [Encounter].

4th Circle – Sap StrengthEX: As a swift action once per [Round], any creature you attack must make a Fortitude save (DC 10 + ½ your level + your Key Offensive Modifier) or gain the [Sickened] and [Slowed] conditions for two [Rounds]. Any creature affected by this ability has to make only one Fortitude save per [Round]. This is a [Poison] effect.

5th Circle – Ironwood ArmorEX: You gain [Lesser resistance] to damage. if you gain at least 3 points of AC from Setting Down Roots, you gain Temporary Hit Points equal to your character level, and if you gain 6 points of AC from Setting Down Roots, your [Lesser resistance] to damage improves to [Resistance] to damage for one [Round].

6th Circle – EvergreenEX: You gain immunity to [Paralysis], [Stunning] and effects with the [Poison] descriptor.

7th Circle – Death BlossomEX: As a standard action, you may attack every opponent within [Close] range. Every creature hit gains the [Energy drained] condition, loses [Flying], and access to the Fly movement mode for one [Round]. This is a [Poison] effect.

Passes:

Valixes

gkathellar

VertigoCharades