

Boyo'gli
 CHARACTER
Gathlain small female
 RACE & LA SIZE GENDER
 52 Neutral Green Mother (The First World 20)
 AGE ALIGNMENT DEITY
 LANGUAGES: Sylvan, Common, Druidic, Auran

Hebeloma
 PLAYER
 3'2" 34 lbs silver maple red oak sycamore
 HEIGHT WEIGHT HAIR EYES SKIN
 Maharev Jungle, Qadira (Qadira, Jewel of the East p. 38)
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	20	5	18	2		
CON	14	2	16	-2		
INT	12	1	12			
WIS	10	0	10			
CHA	16	3	14	2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
13	12	1	Shifter	1	5	1	2	2	0	1	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	13	FAVORED CLASS	Shifter	TOTALS	1	5	1	2	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	20	-10+	3	0	5	1	1			
TOUCH	16	-10+			5	1				
FLAT-FOOT	15	-10+	3	0	0	1	1			

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

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	4	2	2			
REF	7	2	5			
WILL	0	0	0			

ATTACKS							
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC		
MELEE	2		0	1			
RANGED	7		5	1			
CMB	5	1	DEX	5	1	-2	
CMD	15	-10+	B1B	0	5	1	-2



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

Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod
 Race: Gathlain (fey) (B4; 122; UW: 9)
 Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks
 Small +1 AC; +1 attack; -1 CMB; -1 CMD; +2 fly; +4 Stealth
 Fly (40'; poor maneuverability)
 Armor Prof: Light & Medium Armor, Shields (no metal)
 Low Light Vision
 Shifter Aspect (Su): Owl (see below)
 Natural Armor Class +1
 Minor Form: (3 + shifter lvl minutes/day)
 Spell-Like Abilities: entangle, feather step (1/day)
 Shifter Claws (Su): 2 claw attacks
 Symbiotic Resilience: Instead of Paralyzed, Asleep or Stunned; Staggered
 Wild Empathy (Ex): Improve attitude of wild animal

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		
	<input checked="" type="checkbox"/>		0	2,000

SPEED				
BASE	FLY	SWIM	CLIMB	MISC
30	40			

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR spider silk body suit	3	6	0	10	Lt	0.3
SHIELD						

RESISTANCES

POOL POINTS	

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2)	+2	1d4	20,x2		S,P		
dagger (melee)	+5	1d3	19-20,x2		S	1.0	
dagger (thrown)	+5	1d3	19-20,x2	10	P	1.0	
scythe	+2	1d6	20,x4		S,P	7.0	
sling	+5	1d3	20,x2	50	B	1.0	

