

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	24	7	18	2	4	
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	
112	102	10	Shifter	10	50	10	7	7	3	10	
TOTAL HP			TOTALS		10	50	10	7	7	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

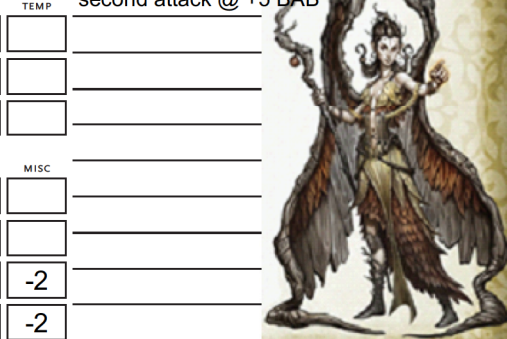
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	5	0	6	1	1		2	
TOUCH	19	-10+			6	1			2	
FLAT-FOOT	19	-10+	5	0	0	1	1		2	

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	6	10%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	7	2			
REF	14	7	7			
WILL	3	3	0			

COMBAT NOTES & MODIFIERS

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	11	10		0	1	
RANGED ATTACK MODIFIER	18	10		7	1	
CMB	16	10	DEX	7	1	-2
CMD	26	-10+	10	0	7	-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'; average maneuverability)
 Armor Prof: Light & Medium Armor, Shields (no metal)
 Low Light Vision
 Shifter Aspect (Su): Owl, Bat, Falcon (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 @ 1d4
 Symbiotic Resilience: Instead of Paralyzed, Asleep or Stunned; Staggered
 Wild Empathy (Ex): Improve attitude of wild animal
 Advanced Gathlain Magic: wood meld & wood shape (1/day)
 Defensive Instinct: +WisMod/2 to AC if no metal armor +2
 Green Tongue: Speak w/ Plants (1/day)
 Track: +1vl/2 Survival to track
 Greater Gathlain Magic: command plants, thorny entanglement (1/day)
 Shifter Claws: ignore DR/cold iron & DR/silver
 Seasoned Flier: Flying maneuverability improves to average
 Woodland Stride: move through underbrush at speed w/o damage
 Wild Shape: Use Shifter Major Aspect lvl hrs/day (4/day)
 Trackless Step: Cannot be tracked
 Chimeric Aspect: Minor Form of two aspects at once

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Shifter	10	50	10	7	7	3	10
TOTALS	10	50	10	7	7	3	10

SKILLS
 RANKS TOTAL 50

SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> Acrobatics	11	1	7	3	
<input type="checkbox"/> Appraise	1		1		
<input type="checkbox"/> Bluff	3		3		
<input checked="" type="checkbox"/> Climb	4	1	0	3	
<input checked="" type="checkbox"/> Craft	5	1	1	3	
<input type="checkbox"/> Diplomacy	3		3		
<input type="checkbox"/> Disable Device			7		
<input type="checkbox"/> Disguise	3		3		
<input checked="" type="checkbox"/> Escape Artist	7		7		
<input checked="" type="checkbox"/> Fly	22	10	7	3	2
<input checked="" type="checkbox"/> Handle Animal	7	1	3	3	
<input type="checkbox"/> Heal	0		0		
<input type="checkbox"/> Intimidate	3		3		
<input checked="" type="checkbox"/> Kn: (nature)	14	10	1	3	
<input type="checkbox"/> Kn:			1		
<input type="checkbox"/> Kn:			1		
<input type="checkbox"/> Kn:			1		
<input type="checkbox"/> Kn:			1		
<input type="checkbox"/> Kn:			1		
<input type="checkbox"/> Linguistics			1		
<input checked="" type="checkbox"/> Perception	13	10	0	3	
<input type="checkbox"/> Perform	3		3		
<input checked="" type="checkbox"/> Prof:			0		
<input checked="" type="checkbox"/> Ride	7		7		
<input type="checkbox"/> Sense Motive	0		0		
<input type="checkbox"/> Sleight of Hand			7		
<input type="checkbox"/> Spellcraft			1		
<input checked="" type="checkbox"/> Stealth	24	10	7	3	4
<input checked="" type="checkbox"/> Survival	9	6	0	3	
<input checked="" type="checkbox"/> Swim	0		0		
<input type="checkbox"/> Use Magic Device			3		
<input type="checkbox"/>					
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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 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30	40			

INIT 7 = 7 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR spider silk body suit +2	5	6	0	10	Lt	0.3
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2)	+11	1d4	20,x2		S,P		
dagger (melee)	+18	1d3	19-20,x2		S	1.0	
dagger (thrown)	+18	1d3	19-20,x2	10	P	1.0	
scythe	+11	1d6	20,x4		S,P	7.0	
sling +2	+18+2	1d3+1	20,x2	50	B	1.0	

