Gafr Hebeloma Goatman Werewasp Medium Male 5'11" tawny

GENDER RACE & LA SIZE HEIGHT 18 Neutral The Green Mother

The First World
HOMELAND & BACKGROUND OCCUPATION

WEIGHT

150 lbs HAIR

yellow

dun

LANGUAGES: Capra, Common, Sylvan, Druidic  Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012																
	ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP. HITPOINTS CLASS RECORDER															
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEN	AP CURRENT			IP GAINED	HD		CLA	ASS NAME	455 KE	BAB	_	FC HPS	FORT	REF	WILL	LEVELS
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wis 20 5 18 2	HP T	OTAL	10	10	FAVORED		Druic	٠	TOTALS	0	5	1	2	0	2	
CHA 8 -1 12 -4	¬	OTAL F			CLASS		Diulo		TOTALS							<u> </u>
ABILITY SCORE &		CONDITION	IS & MISCE	ELLANEOUS T	RACKING						SKILI TOT.		NKS AE	т	ANKS OTAL RAINED	5 MISC
RACIAL NOTES	C C DEFENCE							*□ ACROBATI *□ APPRAISE	cs •		X 6	_	+	1	_	2
	S & DEFENSE ZE DODGE NATURAL	DEFLECT	MISC	TEMP				*□ BLUFF		CH	_	_	_	-1		
AC 17 <sub>-10+</sub> 3 0 4					ARMOR PE	CHECK	0	<b>* ☑</b> CLIMB •		S*	r 6		1	0	3	2
<b>TOUCH</b> 14 = 10+				i	MA)	сімим	5	* CRAFT:		11	_	_	$\perp$	1	_	-
				╬	] ]	DEX		*□ DIPLOMA □ DISABLE [		CH DI	_	+	-	-1 4	-	-
<b>FLAT-FOOT</b> 13 -10+ 3 0 0				┸	F/	AILURE	15%	∗ <b>□</b> Disguise		CH	IA -1			-1		
		4 700	СОМВАТ	NOTES & MC	DIFIERS	1000	199	*□ ESCAPE A	RTIST +	DI	_	_	$\Box$	4	$\dashv$	
	ISC TEMP	100	-	5		1	100	*☑ FLY • ☑ HANDLE	ANIMAL	DI CH	_		+	4 -1	-	
FORT 3 2 1	_	-				200	1633	*☑ HEAL			is 5			5		
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WILL 7 2 5		1		9			1336	✓ KN: geogr		11	_	+	1	1	3	2
		14						☐ KN: Hatur	<b>G</b>	11	_		+	1	3	_
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MELEE 0 0							1	☐ Kn:		11	_	-		1		
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ATTACK MODIFIER	<b>==</b> -	986						* PERCEPTION		w			1	5	3	
	=	200	700				MODERN	⋆□ Perform	:	CH			$\Box$	-1		
CMD 14 = 10+ BOB   DO O E & ST & DEX			13	65%		30		✓ PROF: *✓ RIDE •		W	_	+	_	5		
								SENSE Me	OTIVE	w	_	_	_	5	_	
	& FEATURES							☐ SLEIGHT		DI	_			4		
Race: Goatman (humanoid) (4Winds Tome of Monsters 5	aits, feats, and character fe 57)     Class:   Druid		3: skill	s 4+Int	Mod			✓ SPELLCRA  *□ STEALTH		II DI	_	_	1	4	3	
Low-Light Vision; Hardy: +2 save vs disease & poise						mitar	scythe	*■ SURVIVAL		w	_	_	1	5	3	2
						iiiitai,	Scyttle,	* <b>☑</b> Swim •		s <sup>-</sup>	r 0			0		
Nimble Moves: move through 5' of difficult terrain		•		•				USE MAG		CFD	IA	+	-	-1		
Surefooted: +2 Acrobatics & Climb	Armor Prof: I	Lt & Me	ed Arn	nor & S	hields;	no m	netal			STR	$\vdash$	+	_	_	_	-
	Spontaneous Ca	asting: L	ose slo	ot to cast	Summor	n Natu	ıre's Ally			STR						
Advanced Template: Entothrope (Werewasp) (B6-11	6) Nature Bond	Nature Bond (Ex): Plant Domain								STR	$\perp$	$\perp$	$\perp$	$\rightarrow$	$\rightarrow$	
Change Shape: Can assume giant wasp form or hybrid for	rm Nature Sense	Nature Sense: +2 Knowledge (nature) & Survival						STR STR					_	_	_	
Insect Mind: +4 save vs. Mind-affecting effects	_	Wild Empathy (Ex) - Improve attitude of Animals						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								
- Animal form: as Giant Wasp (B1)		Wooden Fist (Su) - +lvl/2 dam to unarmed strike (3 + Wis Mod)/day						EXPERIENCE 0 / 2,000								
w/ fly 60' (good), sting (1d8+6 plus poison)  Weapon Proficiency (Unarmed strike)								SLOW 🔲 ME	DIUM 🗹 FAS	sт □	PACE		- /			
								- 20						MISC		
Animal & Hybrid form: +2 Natural AC, +2 Dex, +2 Co		Weapon Finesse (Unarmed Strike) Use Dex Mod for Str										4	DEX		_	MISC
Curse of Entrothropy: sting transmits entothropy								INIT	4	<u>-</u>	=	4	мор	+		мор
Entothropic Empathy: +4 diplomacy w/ wasps								HERC								
							SR DR									
									RESISTANCES							
ARMOR & WEAPONS  ARMOR NAME & DESCRIPTION  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT							WEIGHT	POOL POINTS								
ARMOR Leaf Armor		3	5	0												
SHIELD							$\Box$									
								1								
Unarmed Strike (Wooden Fist)	ATTACK MODIFIERS	•	$\top$		1AGE +4+1		20,x2		В	WEIGHT	$\top$		АММО	& NOTE:	•	$\neg$
Ghairned Stiffe (Wooden FISt)			+	Tuo-	·+*I		20,82	2		<u> </u>	+					-

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20,x3

20

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+4

spear

FEATS & SPECIAL ABILITIES	USES/DAY			F	EATS &	SPECI/	AL ABII	LITIES				
Archetype: Fungal Pilgrim (Heroes of the Darklands 16)			USED	Stina—ini	ury; save Fort D	OC 18: fr	eauenc	v 1/rour	nd for 6 r	rounds:	USES/DAY	USED
1st level - select Plant Domain					exterity damage; co							
Tet level select rank pennam												
			-									
			-									
			-									
FOUIPMENT & MAGIC ITEM	S				F	ОШРМ	ENT & F	MAGIC	ITEMS			
EQUIPMENT & MAGIC ITEM	QTY / USES	WGT N/A	WEIGHT	*	_	ITEM	ENT & I			QTY / USES	WGT N/A	WEIGHT
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WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	<b>#</b>		CON	ITAINER	BAGS & CO	NIATN		LUMF/WEICH	HT LIMIT/NOT	ES		WEIGHT
EQUIPMENT SLOTS FOR MAGIC ITEMS  BELT:	00		CON				٧٥	-ome/weiGh	LIWITI/NOTI			#EIGH!
BODY:												
CHEST:												
CHEST:	$\Box$											
FEET:			CURRE						SURE C	ARRIED		
	PLATINUM	CARRIE		ARRIED WGT N/A	STORED	×			TREASURE			WEIGHT
HANDS:	GOLD		+		+	+						+
HEADS	SILVER		+			+						+
HEADBAND:	COPPER		_		+							
NECK:	COLLEK		+		$\vdash$	LIGHT	MEDIUM	LO	ADS & I	LIFT ABOVE	LIFT OFF	DRAG &
RING:			A DRUGO	V/FIGUE		LOAD 33	LOAD 67	LOAD 100	N	HEAD	ground 200	push 500
RING:	ARMOR &	CURRENC		WEIGHT ENT MISC	TOTAL		+	100	MODIFIED			+
SHOULDERS:	WEAPONS					0	0		LOAD	0	0	0
WRIST:	20.0	0.0	0.0		20.0	CURREN	T LOAD	LIGHT	<b>И</b> м	EDIUM 🗖	HEA	VY 🔲

	SPELLS PER DAY			BLO	BLOODLINES & PATRONS					SPELLS PER DAY							
CLASS	Druid LEVEL 1		1 BLOODLINE/PATRON			CLASS				LEVE	L	1					
SAVE DC	LEVEL	ABILI TOTAL CLASS BON	TY SPE US MISC KNO	ELLS BLOODLINE/PATRON			SAVE DO	LEVEL	TOTAL CLA	ABILITY SS BONUS	MISC	SPELLS KNOWN	1				
15	0	3 3	US MISC KNO				SAVE DO	] 。 [	TOTAL CEA	33 BONOS	MISC	I					
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	١.	1	≓; <del></del>	DOMAIN Plant				i . i		$\exists \vdash \vdash$	<u> </u>						
	2nd		=  <b>=</b>	SUBDOMAIN			-	_ 2nd   				-					
	3rd		-   <b>-</b>	DOMAIN			<u> </u>	] 3rd	<u> </u>	_	$\sqsubseteq$	-					
	4th	1	<u> </u>	SUBDOMAIN				4th									
	5th	1						5th									
	6th			DOMAIN				6th									
	7th			SUBDOMAIN				7th									
	8th		7   <b>-</b>	WIZA	RD SPECIALITY SCHOOL			8th									
	9th			SPECIALITY	KD STECIAEITT SCITOSE		' <del> </del>	9th				H					
CLOSE:		MEDIUM:	LONG:	FOCUSED			CLOSE:		MEDIUM:		LONG:		_				
CLOSE: 25FT + FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL 110	LONG: 400FT + 40FT / LVL	440			25FT + 5FT / 2 LVL	25	100FT + 10FT / LVL	100	400FT + 40FT / LV	400	_				
SPELL	TOTAL	CLASS ABILITY	OTHER CURRENT				SPELL	TOTAL	CLASS	ABILITY OTH	R CU	RRENT POINTS					
POINTS	0			PROHIBITED			POINTS	0			_ L_		_				
				NAME & DESCRIPTION	SPELLS					2445							
O PRI	EP USED	Create Water C	reates 2 gallo	ons/level of pure water.		SCHOOL		URATION	RANGE	SAVE	SR	REFERENCE					
0		Detect Magic D	etects spells	and magic items within 6	60 ft.												
0		Detect Poison [	Detects poiso	n in one creature or obje	ct.												
0		Guidance +1 or	n one attack r	roll, saving throw, or skill													
0		Know Direction	You discern	north.													
0		Light Object shi	ines like a tor	rch.													
0		Mending Makes	s minor repair	rs on an object.													
0		Purify Food and	Drink Purifie	es 1 cu. ft./level of food o													
0		Read Magic Re	ad scrolls and	d spellbooks.													
0		Spark Ignites fla	ammable obje	ects.							$\sqcup$		_				
													_				
1				level HD of animals.									_				
1		Charm Animal									_						
1		Commune with E								_							
1		Cure Light Woun	x +5).						$\longrightarrow$		_						
1		Entangle Plants	I against a target at distance.						+-+		_						
1								+		_							
1		Obscuring Mist		n communicate with anim	iale						+		_				
1		-		nmons creature to fight.	idis.						+		-				
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