

Gafr
 CHARACTER
 Goatman Werewasp Medium Male
 RACE & LA SIZE GENDER
 18 Neutral The Green Mother
 AGE ALIGNMENT DEITY
 LANGUAGES: Capra, Common, Sylvan, Druidic

Hebeloma
 PLAYER
 5'11" 150 lbs tawny yellow dun
 HEIGHT WEIGHT HAIR EYES SKIN
 The First World
 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	18	4	16	2		
CON	12	1	10	2		
INT	12	1	14	-2		
WIS	20	5	18	2		
CHA	8	-1	12	-4		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
10	9	1	Druid (Fungal Pilgrim)	0	5	1	2	0	2	1	
TOTAL HP			TOTALS		0	5	1	2	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	3	0	4					
TOUCH	14	-10+		4						
FLAT-FOOT	13	-10+	3	0	0					

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS +	DEX 6		4		2
* APPRAISE	INT 1		1		
* BLUFF	CHA -1		-1		
* CLIMB +	STR 6	1	0	3	2
* CRAFT:	INT 1		1		
* DIPLOMACY	CHA -1		-1		
* DISABLE DEVICE +	DEX		4		
* DISGUISE	CHA -1		-1		
* ESCAPE ARTIST +	DEX 4		4		
* FLY +	DEX 4		4		
* HANDLE ANIMAL	CHA		-1		
* HEAL	WIS 5		5		
* INTIMIDATE	CHA -1		-1		
* KN: geography	INT		1		
* KN: nature	INT 7	1	1	3	2
* KN:	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* LINGUISTICS	INT		1		
* PERCEPTION	WIS 9	1	5	3	
* PERFORM:	CHA -1		-1		
* PROF:	WIS		5		
* RIDE +	DEX 4		4		
* SENSE MOTIVE	WIS 5		5		
* SLEIGHT OF HAND +	DEX		4		
* SPELLCRAFT	INT 5	1	1	3	
* STEALTH +	DEX 4		4		
* SURVIVAL	WIS 11	1	5	3	2
* SWIM +	STR 0		0		
* USE MAGIC DEVICE	CHA		-1		
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	2	1			
REF	4	0	4			
WILL	7	2	5			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		0		
RANGED	4	0		4		
CMB	5	0	WIS	5		
CMD	14	-10+	BOB	0	STR & DEFLECT	4



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

Race: Goatman (humanoid) (4Winds Tome of Monsters 57) Class: Druid HD: d8; skills 4+Int Mod
 Low-Light Vision; Hardy: +2 save vs disease & poison Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe,
 Nimble Moves: move through 5' of difficult terrain ...sickle, shortspear, sling, and spear.
 Surefooted: +2 Acrobatics & Climb Armor Prof: Lt & Med Armor & Shields; no metal
 Advanced Template: Entothrope (Werewasp) (B6-116) Spontaneous Casting: Lose slot to cast Summon Nature's Ally
 Change Shape: Can assume giant wasp form or hybrid form Nature Bond (Ex): Plant Domain
 Insect Mind: +4 save vs. Mind-affecting effects Nature Sense: +2 Knowledge (nature) & Survival
 - Animal form: as Giant Wasp (B1) Wild Empathy (Ex) - Improve attitude of Animals
 w/ fly 60' (good), sting (1d8+6 plus poison) Wooden Fist (Su) - +1v/2 dam to unarmed strike (3 + Wis Mod)/day
 Animal & Hybrid form: +2 Natural AC, +2 Dex, +2 Con Weapon Proficiency (Unarmed strike)
 Curse of Entrothropy: sting transmits entrothropy Weapon Finesse (Unarmed Strike) Use Dex Mod for Str
 Entrothropic Empathy: +4 diplomacy w/ wasps

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Leaf Armor	3	5	0	15	Lt	20.0
SHIELD						

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 0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Unarmed Strike (Wooden Fist)		1d6+4+1	20,x2		B		
spear	+4	1d8	20,x3	20	P		

