

Kiyik
 CHARACTER
 Ghoran medium female
 RACE & LA SIZE GENDER
 44 Neutral Magdh the Three (The First World 28)
 AGE ALIGNMENT DEITY
 LANGUAGES: Sylvan, Common, Druidic, Celestial

Hebeloma
 PLAYER
 5'8" 160 lbs leaf green black leaf green
 HEIGHT WEIGHT HAIR EYES SKIN
 Border Woods, Taldor (Taldor, The First Empire p. 47)
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	18			
DEX	10	0	10			
CON	18	4	16	2		
INT	10	0	12	-2		
WIS	13	1	13			
CHA	16	3	14	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
15	14	1	Shifter	1	4	1	2	2	0	1
TOTAL HP			TOTALS							
15			1 4 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	17	-10+	4	1	0		2			
TOUCH	10	-10+			0					
FLAT-FOOT	17	-10+	4	1	0		2			

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	2	4			
REF	2	2	0			
WILL	1	0	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	5	1		4		
RANGED	1	1		0		
CMB	5	1	STR	4		
CMD	15	-10+	B1B	0	STR & DEX	4



FEATS & FEATURES

Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod
 Race: Ghoran (plant) (B5-119; PRG:UW-15)
 Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks
 Natural Armor +2
 Armor Prof: Light & Medium Armor, Shields (no metal)
 Delicious -2 Escape Artist & CMD vs bite & grab
 Shifter Aspect (Su): Stag (see below)
 Natural Magic detect poison, goodberry, purify food & drink (1/day)
 Minor Form: (3 + shifter lvl minutes/day)
 Ghorus Seed: seed sprouts in 2d6 days w/ new Ghoran & redistribute skill points (original dies upon new sprouting)
 Shifter Claws (Su): 2 claw attacks
 Light Dependent: 1d4 Con damage/day w/o sunlight
 Wild Empathy (Ex): Improve attitude of wild animal
 Past-Life Knowledge: All knowledge skills are class skills
 Inner Light - Cast daylight (1/day)

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			

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR bark hide armor	4	4	-1	20	Med	20.0
SHIELD shield light wooden	1		-1	5	Lt	5.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2)	+5	1d4+5	20,x2		S,P		
dagger (melee)	+5	1d4+5	19-20,x2		S	1.0	
dagger (thrown)	+1	1d4	19-20,x2	10	P	1.0	
scimitar	+5	1d6+5	18-20,x2		B	4.0	

