

O'simlik
 CHARACTER: Elf medium male
 RACE & LA: Elf medium male
 AGE: 121 Neutral Calistria, the Savored Sting
 LANGUAGES: Sylvan, Common, Elven, Gnome, Undercommon, Necril, Infernal, Druidic

Hebeloma
 PLAYER: 5'8" 112 lbs leafy green yellow pale green
 HEIGHT WEIGHT HAIR EYES SKIN
 Fierani Forest, Kyonin (ISWG: 96)
 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	10	0	12	-2		
INT	20	5	18	2		
WIS	10	0	10			
CHA	14	2	14			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
11	10	1	Shifter	1	9	1	2	2	0	1
TOTAL HP			TOTALS							
11			Shifter		1 9 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	19	-10+	5	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	15	-10+	5	0	0					

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

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	1		0		
RANGED	5	1		4		
CMB	6	1	INT	5		
CMD	15	-10+	B1B	0	4	

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 10
 SPELL FAILURE: 0%



SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	9
<input checked="" type="checkbox"/> ACROBATICS	DEX	8	1	4	3	
<input type="checkbox"/> APPRAISE	INT	5		5		
<input type="checkbox"/> BLUFF	CHA	2		2		
<input checked="" type="checkbox"/> CLIMB	STR	4	1	0	3	
<input checked="" type="checkbox"/> CRAFT: plant creatures	INT	5		5		
<input type="checkbox"/> DIPLOMACY	CHA	2		2		
<input type="checkbox"/> DISABLE DEVICE	DEX			4		
<input type="checkbox"/> DISGUISE	CHA	2		2		
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		4		
<input checked="" type="checkbox"/> FLY	DEX	4		4		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	6	1	2	3	
<input type="checkbox"/> HEAL	WIS	0		0		
<input type="checkbox"/> INTIMIDATE	CHA	2		2		
<input checked="" type="checkbox"/> KN: (nature)	INT	9	1	5	3	
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> LINGUISTICS	INT			5		
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	0	3	2
<input type="checkbox"/> PERFORM	CHA	2		2		
<input checked="" type="checkbox"/> PROF:	WIS			0		
<input checked="" type="checkbox"/> RIDE	DEX	8	1	4	3	
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4		
<input type="checkbox"/> SPELLCRAFT	INT			5		2
<input checked="" type="checkbox"/> STEALTH	DEX	8	1	4	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	4	1	0	3	
<input checked="" type="checkbox"/> SWIM	STR	4	1	0	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			2		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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

Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod
 Race: Elf (elf) (CRB)
 Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks
 Elven Immunities: Immune sleep; +2 save vs enchantment
 Armor Prof: Light & Medium Armor, Shields (no metal)
 Keen Senses: +2 Perception; Low-Light Vision
 Shifter Aspect (Su): Plant (see below)
 Elven Magic: +2 overcome SR & Spellcraft
 Minor Form: (3 + shifter lvl minutes/day)
 Weapon Familiarity: longbows, longswords, rapiers, & shortbows
 Verdant Body (Su): 25% immune critical hits & sneak attack
 Improved Initiative
 Speak with Plants (Sp): as spell (3+Cha Mod/day)
 Archetype: Verdant Shifter (UW: 78)

EXPERIENCE: 0 / 2,000
 SLOW MEDIUM FAST

SPEED					INIT		HERO		SR		DR	
BASE	FLY	SWIM	CLIMB	MISC								
30					8	=	4	DEX MOD	+	4	MISC MOD	

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Enhanced Belt of Barkskin +5 DR 10/adamantine (max 100 hp/day)	5	10	0	0	Lt	1.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2)	+1	1d4	20,x2		S,P		
dagger (melee)	+1	1d4	19-20,x2		S	1.0	
dagger (thrown)	+5	1d4	19-20,x2	10	P	1.0	
longsword	+1	1d8	19-20/x2		S	8.0	
long bow	+5	1d8	20,x3	110	P	3.0	

