O'simlik Hebeloma yellow pale green Elf medium male 5'8" 112 lbs leafy green WEIGHT HAIR RACE & LA SIZE GENDER HEIGHT SKIN 121 Calistria, the Savored Sting Fierani Forest, Kyonin (ISWG: 96) Neutral



AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND						110	ROI	JEIPI	LAN	100	G G	AM	DE/	O
LANGUAGES: Sylvan, Common, Elven, Gnome, Undercomi	non. Necril. Infernal. Dr	ruidic					Origin	al by Neceros	. Modified	d by abel	lius@ya	hoo.com.	. Version	1.0.2012	
LANGUAGES:										•			10101011		
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TE	4P HITPO	OINTS	HP GAINED	HD		CLASS	S NAME	ASS RE	COR	DER SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>STR</b> 10 0 10 10 11 11	COMMENT		10	1			ifter		1	9	1	2	2	0	1
DEX 18 4 16 2	<b>∃∣ 11</b>	- 1								<del>                                     </del>	H	╁			<u> </u>
DEX 10 4 10 2										<u> </u>	⊢	-	_	_	_
CON 10 0 12 -2											$oxed{oxed}$				
INT 20 5 18 2	NONLETHAL HP DAM														
	TEMPORARY										$\vdash$				
wis 10 0 10 10 11 11 11	НР		44	FAVORE	D	Ol- iff			4	_	╁	+	<del>                                     </del>	<del>                                     </del>	
CHA 14 2 14		AL HP	11	CLASS		Shifter		TOTALS	1	9	1	2	2	0	1
	CON	IDITIONS & M	IISCELLANEOUS TR	RACKING						SKIL				RANKS TOTAL	9
ABILITY SCORE & RACIAL NOTES						*	✓ ACROBATI	cs •	D		8	1 1	BILITY T	RAINED 3	MISC
	S & DEFENSE					*	Appraise		- 1	_	5		5		
	ZE DODGE NATURAL DEF	FLECT MIS	SC TEMP			-	☐ BLUFF		CI	на	2		2		
AC 19 = 10 + 5 0 4				ARM	OR CHECK PENALTY	_	CLIMB •			_	4	1	0	3	
<b>TOUCH</b> 14 = 10+ 4					махімим	1 10 1	CRAFT: pla				5		5		
	=	ᆜ늗			DEX		<ul> <li>DIPLOMAG</li> <li>DISABLE D</li> </ul>			HA :	2	-	2 4	_	
<b>FLAT-FOOT</b> 15 = 10+ 5 0 0		L_			SPELL FAILURE	1 0% 1 =	DISGUISE				2		2		
		сом	IBAT NOTES & MO	DIFIERS			ESCAPE A	RTIST +		_	4		4		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE M	ISC TEMP				03	_	FLY •			_	4		4		
FORT 2 2 0					4	_	HANDLE A	NIMAL		_	6	1	2	3	
					B 13	The same of	HEAL			_	0		0		
REF         6         2         4	_			_	The		□ INTIMIDATION ☑ KN: (nature)				9	1	5	3	
WILL 0 0 0				_			■ KN: (Hatul	e)		NT -	9	-	5	3	
				- 10	1		☐ Kn:		- 1	NT	$\neg$		5		
	ZE MISC			*	图 语	19	☐ Kn:		- 1	NT	工		5		
MELEE 1 1 0				-			☐ Kn:			NT	4		5		
<b>RANGED</b> 5 1 4	<u> </u>			-8			□ Kn:			NT	$\dashv$		5		
ATTACK MODIFIER	⊣⊢⊣			· An		A CONTRACTOR OF THE PARTY OF TH	□ LINGUISTI ☑ PERCEPTION			NT VIS	6	1	5	3	2
CMB         6         1         INT         5				- 88	88 I		PERFORM:			_	2	-	2		
CMD 15 =10+ BAB DODE & STA & DELOCATION				- 8	0	_	☑ Prof:			vis	$\top$		0		
TO = TO + DENECT DEX							☑ Ride •		D	EX	8	1	4	3	
	0. ==.=.						SENSE MO			_	0		0		
	& FEATURES  AITS, FEATS, AND CHARACTER FEATUR	RES					■ SLEIGHT OF SPELLCRAIN			NT NT	+	-	5	_	2
Class: Shifter (UW: 26) HD: d10; skills 4 + Int M							STEALTH			_	8	1	4	3	
Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scyth			sleen: +2 s	21/0 1/	e enche		✓ SURVIVAL			_	4	1	0	3	
			• • • • • • • • • • • • • • • • • • • •				☑ SWIM •		S	STR .	4	1	0	3	
sickle, shortspear, sling, spear & natural attacks  Keen Senses: +2 Perception; Low-Light Vision							USE MAG	C DEVICE		на	$\dashv$		2		
Armor Prof: Light & Medium Armor, Shields (no met	al) Elven Magic: +2	overco	me SR &	Spell	craft				STR	$\vdash$	+		-		
Shifter Aspect (Su): Plant (see below)	Weapon Familiarity:	longbow	s, longsword	s, rapie	ers, & sh				STR	$\vdash$	$\dashv$				
							_		STR	-	$\pm$		_		
Minor Form: (3 + shifter lvl minutes/day)	Improved Initiati	146					_		STR						
Verdant Body (Su): 25% immune critical hits & sneak atta	ck								STR						
Speak with Plants (Sp): as spell (3+Cha Mod/da	y)					_	MARK A 🗖 TO S	HOW A CLASS L CAN BE USE	SKILL. CL	ASS SKIL	LS WITH	RANKS G	AIN A +3	TRAINED APPLIES	BONUS.
Archetype: Verdant Shifter (UW: 78)								RIENCE	Γ		0				
							SLOW ME		ѕт 🔲 📙			/		2,000	
							CDES		<u>—</u> п	BASE	FLY	y sv	MIN	CLIMB	MISC
							SPEED	<u> </u>		30	<u> </u>				
							INIT	8	3	=	4	DEX MOD	+		MISC MOD
							HEDO	$\overline{}$	=		_				
							HERO				_				
							SR		_ ][	DR					
							DESISTA	NCES			_				
							RESISTANCES								
	& WEAPONS						POOL PO	INTS							
ARMOR NAME & DESCRIPTION			DEX PENALTY SE			WEIGHT									
Enhanced Belt of Barkskin +5 DR 10/adamantin	e (max 100 hp/day)	5 10	0	0	Lt	1.0									
SHIELD															
	A			165				W14 F -	/w.m. =						
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	Т	DAM			CRITICAL	RANGE	TYPE	WEIGH	<u> </u>		АММО	O & NOTE	:5	
claws (x2)	+1		1c	14		20,x2		S,P		_					
dagger (melee)	+1		1d4 19-2				2	S	1.0						
dagger (thrown)	+5	+5			1d4 19-2				1.0						
. ,	<del>-</del>						2 10	P	+	+					

1d8

1d8

19-20/x2

S

110

8.0

3.0

+1

longsword

	FEATS & SPECIAL ABILITIES								FFATS	& SPECI	AI ARII	ITIES			
Sh	ifter Aspects:			USES/DAY	USED	1 [			NAI					USES/DAY	USED
	ant (type); Immunity to all mind-affecting effects					1									
	narms, compulsions, morale effects, patterns, and pha	ant	asms).			1									
	munity to paralysis, poison, polymorph, sleep effects, and					1									
	% immune critical hits & sneak attack					1									
						1									
						1									
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						1									
æ	EQUIPMENT & MAGIC ITEM	S	QTY / USES	WGT N/A	WEIGHT	#		E	QUIPM	IENT &	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
	Enhanced Belt of Barkskin +5 DR 10/adamantine (max 100 hp/da	- 1	, ,	,									, ,	,	
	daggers														
	longsword														
	longbow														
	quiver w/ 20 arrows														
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#				CONTAIN	ER	BAGS & CO	ILATIO	NERS vo	DLUME/WEIG	HT LIMIT/NOT	res		WEIGHT
	BELT:	L													
	BODY:	L													
	CHEST:	L													
	EYES:	L													
	FEET:			CARRIE		CARRIED	WGT N/A	STORED	*			SURE C	ARRIED		WEIGHT
	HANDS:	PLATINUM							<u> </u>						
	HEAD:		GOLD												
н	ADBAND:		SILVER												
	NECK:	C	OPPER		-+						_16	ADS &	LIET		
	RING:								LIGHT	MEDIUM LOAD		ADS &	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:			C	ARRI	ED WE	IGHT		33	67	100	N	100	200	500
SH	OULDERS:		RMOR & ÆAPONS	CURRENC	Y EQ	UIPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
	WRIST:	Г	14.0	0.0	$\top$	0.0		14.0	CURRE	NT LOAD	LIGHT	<b>И</b> м	EDIUM 🗖	HEAV	vy 🗆
		_													