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



AGE ALIGNMENT DEITY	HOMELAND & BACKGRO		ION				100	ROL	EPI		IIIG	GA	AJDOU		
LANGUAGES: Sylvan, Common, Elven, Gnome, Undercom	ımon, Necril, Infernal	I, Druidic					Original	by Neceros.	Modified	by abelliu	ıs@yahoo	o.com. Ve	ersion 1.	0.2012	
	HI	HITPOINTS							CORE	FR					
	CURRENT		HP GAINED	HD		CLASS N	AME		BAB	SKILL F					LEVELS
	<b></b>	$\mathbf{a}$	43	5		Shift	ter		5	47	5	4	4	1	5
DEX 18 4 16 2	_∣ 4≀	3								$\perp$					
CON 12 1 12 -2 2	¬  '`														
	NONLETHAL HP DAM									$\neg$					
	TEMPORARY HP			1						十		$\top$	$\neg$		
wis 10 0 10		TOTAL HI	48	FAVOR		Shifter	T	OTALS	5	47	5	4	4	1	5
CHA 14 2 14				CLAS										NKS	
ABILITY SCORE &		CONDITIONS	& MISCELLANEOUS	TRACKING						KILL	AL RAN	KS ABIL	то	TAL	47 MISC
RACIAL NOTES	KS & DEFENSE						ACROBATICS APPRAISE	S <b>+</b>	DE		_	4	_	3	
_	SIZE DODGE NATURAL	DEFLECT	MISC TEMP				BLUFF		CH	_	_	2	_	_	
AC 28 <sub>-10+</sub> 6 0 4	3		5	ARM	OR CHECK PENALTY	0 ∗⊠	CLIMB +		ST	_	_	$\overline{}$	$\overline{}$	3	
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		•	OMBAT NOTES & M	ODIFIERS	do	_	ESCAPE ART	TIST ◆	DE DE	_	_	4	_	2	
FORT 5 4 1	MISC TEMP				K.3		HANDLE AN	NIMAL	CH	_	_	2	_	3	
	<u> </u>				57%	· *□	HEAL		WI	ıs 0		C	)		
REF 8 4 4					mod		INTIMIDATE KN: (nature)		CH		_	2	_	3	
WILL 1 1 0				_		No. of Concession, Name of Street, or other party of the Concession, Name of Street, or other pa	KN: (nature)	)	IN	_	5	6	-	3	
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ATTACK MODIFIER 3 3					3/6		KN:		IN	_	_	- 6	_	_	
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<b>CMB</b> 11 5 INT 6				- 10	BB 1	_	PERCEPTION PERFORM:	N	CH		_	2	$\overline{}$	3	2
CMD 19 -10+ B5B   DODE & STA & DEX				-8	1		Prof:		WI	_	_	_	-	3	
THE TO THE DEED DENDECT DEX					999		RIDE +		DE	x 8	1	_	_	3	
EFAT	S & FEATURES						SENSE MOT SLEIGHT OF		WI DE	_	1	4	_		
CLASS FEATURES, RACIAL T	TRAITS, FEATS, AND CHARACTER F	EATURES					SPELLCRAFT		IN	_	1	_	_	_	2
Class: Shifter (UW: 26) HD: d10; skills 4 + Int N	lod Race: Elf (elf	f) (CRB)					STEALTH +		DE	_	_	_	_	3	
Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scyt	the, Elven Immuniti	ies: Immu	ne sleep; +2	save v	/s ench	anuneni	SURVIVAL SWIM +		WI ST		5	0	_	3	
ckle, shortspear, sling, spear & natural attacks  Keen Senses: +2 Perception; Low-Light Vision							USE MAGIC	DEVICE	СН	_	1	2	_		
Armor Prof: Light & Medium Armor, Shields (no metal) Elven Magic: +2 overcome SR & Spellcraft									STR						
hifter Aspect (Su): Plant (see below)  Weapon Familiarity: longbows, longswords, rapiers, & shortbow									STR STR	$\vdash$	+	+			
Minor Form: (3 + shifter lvl minutes/day)									STR					$\neg$	
Verdant Body (Su): 25% immune critical hits & sneak att									STR						
									STR SKILL. CLAS	SS SKILLS	WITH RA	NKS GAIN	V A +3 TE	RAINED	BONUS.
Speak with Plants (Sp): as spell (3+Cha Mod/da	Grow Armor		* SKILL	CAN BE USED	UNTRAIN	IED + A	ARMOR CI	HECK PEN	NALTY AP	PLIES					
Archetype: Verdant Shifter (UW: 78)	s	EXPER	RIENCE IUM 🗹 FAS	то L	15	5,000		23	3,000						
Verdant Body: +2 Con							CDEE		<b>—</b> ,-	BASE	FLY	SWIM	M CL	ІМВ	MISC
Wild Armor (Ex): +x=3 Natural AC							SPEED		<u> </u>	30		1	_	_	
Track: +lvl/2 Survival to track							INIT	8	=	=		oex +			MISC MOD
Shifter Claws: ignore DR/cold iron & DR/silver							HERO								
Woodland Stride: move through underbrush at speed w/o dam	nage						SR		╡	DR					一
Trackless Step: Cannot be tracked	Plant Shape: l	Jse Shifte	r Major Asp	ect Ivl	hrs/day	(1/day)				DK					믁
·	<u> </u>					R	ESISTAN	CES							
	R & WEAPONS						OOL POI	NTS							
ARMOR NAME & DESCRIPTION  Enhanced Bolt of Barkekin +1 +5 DP 10/adamant	tine (may 100 balder)	6				WEIGHT 1.0									一
Enhanced Belt of Barkskin +1 +5 DR 10/adamant	ine (max 100 np/day)	0	10 0	0	Lt	1.0									
SHIELD					<u> </u>										
WEAPON NAME & DESCRIPTION	ATTACK MODIFIER	rs .	1	MAGE		CRITICAL	RANGE	TYPE	WEIGHT			AMMO &	NOTES		
claws (x2)	+5							S,P		$\bot$					
dagger (melee)	+5		1	ld4		19-20,x2		S	1.0	$\perp$					
	1 . ~		4.14				1 40	_	4 0	1					

1d4

1d8

19-20,x2

19-20/x2

10

S

1.0

8.0

+9

+5

+9+1

dagger (thrown)

longsword

	FEATS & SPECIAL ABILITIES								FFATS	& SPFC	IAL ABI	ILITIES			
Sh	ifter Aspects:			USES/DAY	USED	1 [				МЕ				USES/DAY	USED
	unt (type); Immunity to all mind-affecting effects					1									
	arms, compulsions, morale effects, patterns, and pha	nta	asms).			1									
	nunity to paralysis, poison, polymorph, sleep effects, and					1									
25	% immune critical hits & sneak attack					1									
	jor: As Plant Shape I					1									
	,					1									
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						1									
						1									
×	EQUIPMENT & MAGIC ITEMS	5	QTY / USES	WGT N/A	WEIGHT	#		E	QUIP	MENT &	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
	Enhanced Belt of Barkskin+1, +5 DR 10/adamantine (max 100 hp/day	- 1	Q, 0000										\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		
	daggers	T				1 [									
	longsword	1				1 [									
	longbow +1	1				1									
	quiver w/ 20 arrows	1				11									
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	WORN MAGIC ITEM EQUIPMENT							BAGS & CO	IATNO						
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	₩				CONTAINI	ER				VOLUME/WEIG	GHT LIMIT/NO	res		WEIGHT
			$\vdash$												
	BODY:														
	CHEST:														
	EYES:				CU	RRENC	.Y				TREA	SURF C	ARRIED		
	FEET:			CARRIE			WGT N/A	STORED	*		INEA	TREASURE	ARRITO		WEIGHT
	HANDS:	PLATINUM				-			igapha						
	HEAD:		GOLD			_			$\vdash$						<del> </del>
НЕ	ADBAND:		SILVER			-			Ш						
	NECK:	С	OPPER			-						DADS &			
	RING:								LIGHT	LOAD	LOAD		HEAD	GROUND	DRAG & PUSH
	RING:	А	RMOR &			ED WE		TOTAL	33	67	100	MODIFIED	100	200	500
SHO	DULDERS:	W	EAPONS	CURRENC	_	UIPMENT	MISC		0	0		LOAD	) 0	0	0
	WRIST:		14.0	0.0		0.0		14.0	CURRE	NT LOAD	LIGH	т 🛛 м	IEDIUM 🗖	HEAV	/Y 🔲