

O'simlik

Hebeloma

CHARACTER

PLAYER

Elf medium male

5'8" 112 lbs leafy green yellow pale green

RACE & LA SIZE GENDER

HEIGHT WEIGHT HAIR EYES SKIN

121 Neutral Calistria, the Savored Sting

Fierani Forest, Kyonin (ISWG: 96)

AGE ALIGNMENT DEITY

HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Sylvan, Common, Elven, Gnome, Undercommon, Necril, Infernal, Druidic



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

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR (10, 0, 10), DEX (18, 4, 16), CON (12, 1, 12), INT (22, 6, 18), WIS (10, 0, 10), CHA (14, 2, 14)

HITPOINTS

Hitpoints table with columns: CURRENT HP (48), HP GAINED (43), HD (5), NONLETHAL HP DAM, TEMPORARY HP, TOTAL HP (48), FAVORED CLASS (Shifter)

CLASS RECORDER

Class Recorder table with columns: CLASS NAME (Shifter), BAB (5), SKILL (47), FC HPS (5), FORT (4), REF (4), WILL (1), LEVELS (5)

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Attacks & Defense table with columns: ARMOR CLASS (28), TOUCH (19), FLAT-FOOT (24), DODGE (3), DEFLECT (5), MISC (5), TEMP (empty)

ARMOR CHECK PENALTY (0), MAXIMUM DEX (10), SPELL FAILURE (0%)

Saving Throws table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows: FORT (5), REF (8), WILL (1)

Attacks table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows: MELEE (5), RANGED (9), CMB (11), CMD (19)



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
Armor Prof: Light & Medium Armor, Shields (no metal)
Shifter Aspect (Su): Plant (see below)
Minor Form: (3 + shifter lvl minutes/day)
Verdant Body (Su): 25% immune critical hits & sneak attack
Speak with Plants (Sp): as spell (3+Cha Mod/day)
Archetype: Verdant Shifter (UW: 78)
Verdant Body: +2 Con
Wild Armor (Ex): +x=3 Natural AC
Track: +lv/2 Survival to track
Shifter Claws: ignore DR/cold iron & DR/silver
Woodland Stride: move through underbrush at speed w/o damage
Trackless Step: Cannot be tracked

SKILLS

Skills table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Rows: ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN, LINGUISTICS, PERCEPTION, PERFORM, PROF, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE

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 [x] FAST [x] 15,000 / 23,000

Speed, Init, Hero, SR, DR, Resistances, Pool Points

ARMOR & WEAPONS

Armor & Weapons table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: Enhanced Belt of Barkskin +1 +5 DR 10/adamantine (max 100 hp/day)

Weapons table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: claws (x2), dagger (melee), dagger (thrown), longsword, long bow +1

