

O'simlik

Hebeloma

CHARACTER Elf medium male

PLAYER 5'8" 112 lbs leafy green yellow pale green

RACE & LA 121 Neutral Calistria, the Savored Sting

HEIGHT WEIGHT HAIR EYES SKIN

AGE ALIGNMENT DEITY

Fierani Forest, Kyonin (ISWG: 96)

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

HOMELAND & BACKGROUND OCCUPATION



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 (53), HP GAINED (43, 5), HD (5, 1), NONLETHAL HP DAM, TEMPORARY HP, TOTAL HP (53), FAVORED CLASS (Shifter)

CLASS RECORDER

Class Recorder table with columns: CLASS NAME (Shifter, Librarian), BAB (5, 0), SKILL (47, 9), FC HPS (5, 0), FORT (4, 0), REF (4, 0), WILL (1, 2), LEVELS (5, 1), TOTALS (5, 56, 5, 4, 4, 3, 6)

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Attacks & Defense table with columns: ARMOR CLASS (AC 35), TOUCH (26), FLAT-FOOT (31), DODGE (3), NATURAL (3), DEFLECT (12), MISC (12), TEMP (0)

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 (3)

Misc Armor = Int Mod + HD



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 table with rows for Class (Shifter), Race (Elf), Weapon Prof, Elven Immunities, Keen Senses, Elven Magic, Weapon Familiarity, Improved Initiative, Photosynthetic Healing, Grow Armor, etc.

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 table with SLOW, MEDIUM, FAST checkboxes and values 23,000 / 35,000

Speed, Init, Hero, SR, DR, Resistances, Pool Points table with columns: SPEED (30), INIT (8), 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

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

SPELLS PER DAY

CLASS LEVEL

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---------|-------|-------|-------|---------------|------|--------------|
| 16 | 0 | 4 | 3 | | 1 | |
| 17 | 1st | 4 | 1 | 2 | 1 | |
| | 2nd | | | 2 | | |
| | 3rd | | | 1 | | |
| | 4th | | | 1 | | |
| | 5th | | | 1 | | |
| | 6th | | | 1 | | |
| | 7th | | | | | |
| | 8th | | | | | |
| | 9th | | | | | |

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|-------|-------|---------|-------|----------------|
| 0 | | | | |

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---------|-------|-------|-------|---------------|------|--------------|
| | 0 | | | | | |
| | 1st | | | | | |
| | 2nd | | | | | |
| | 3rd | | | | | |
| | 4th | | | | | |
| | 5th | | | | | |
| | 6th | | | | | |
| | 7th | | | | | |
| | 8th | | | | | |
| | 9th | | | | | |

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|-------|-------|---------|-------|----------------|
| 0 | | | | |

SPELLS

| LEVEL | PREP | USED | NAME & DESCRIPTION | SCHOOL | DURATION | RANGE | SAVE | SR | REFERENCE |
|-------|------|------|--|------------|--------------|----------|------|-----|-----------|
| 0 | | | Detect Magic - Detects all spells and magic items within 60 ft. | Divination | 1 min/lvl | 60' | none | no | PRG:CRB |
| 0 | | | Detect Poison - Detects poison in one creature or small object. | Divination | instant | close | none | no | PRG:CRB |
| 0 | | | Detect Psychic Significance - Find psychically charged items. | Divination | instant | 40' | none | no | PRG:OA |
| 0 | | | Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check. | Divination | 1 min | touch | will | yes | PC:TEoG |
| 0 | | | Grasp - Reroll failed Climb check at -2. | Divination | instant | touch | fort | yes | PPC:HotD |
| 0 | | | Know Direction - You discern north. | Divination | instant | personal | none | no | PRG:CRB |
| 0 | | | Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check. | Divination | 1 min | touch | will | yes | PRG:CRB |
| 0 | | | Read Magic - Read scrolls and spellbooks. | Divination | 10 min/lvl | personal | none | no | PRG:CRB |
| 0 | | | Sift - See area as though examining it. | Divination | instant | 30' | none | no | PRG:APG |
| 1 | | | Detect Aberration - Reveals presence of aberrations. | Divination | 10 min/lvl | long | none | no | PRG:APG |
| 1 | | | Detect Animals or Plants - Detects kinds of animals or plants. | Divination | 10 min/lvl | long | none | no | PRG:CRB |
| 1 | | | Detect Charm - Detect each charm, compulsion, and possession of all creatures in area. | Divination | 1 min/lvl | 60' | none | no | PC:ASL |
| 1 | | | Detect Evil/Good/Chaos/Law - Reveals creatures, spells, or objects of selected alignment. | Divination | 10 min/lvl | 60' | none | no | PRG:CRB |
| 1 | | | Detect Metal - Detect any metal objects or creatures within a 60-foot cone. | Divination | 1 min/lvl | 60' | none | no | PPC:PotR |
| 1 | | | Detect Radiation - Detect radiation in the surrounding area. | Divination | 10 min/lvl | 120' | none | no | PCS:TG |
| 1 | | | Detect Secret Doors - Reveals hidden doors within 60 ft. | Divination | 1 min/lvl | 60' | none | no | PRG:CRB |
| 1 | | | Detect Snares and Pits - Reveals natural or primitive traps. | Divination | 10 min/lvl | 60' | none | no | PRG:CRB |
| 1 | | | Detect the Faithful - Detect other worshipers of your deity. | Divination | 1 min/lvl | 60' | none | no | PC:TEoG |
| 1 | | | Detect Undead - Reveals undead within 60 ft. | Divination | 1 min/lvl | 60' | none | no | PRG:CRB |
| 1 | | | See Alignment - In your sight, creatures and items of one alignment emit a ghostly radiance. | Divination | 1 rnd/lvl | personal | none | no | PRG:UC |
| 1 | | | Mental Block - Prevent the target from using its skill ranks, spells, feats, and abilities. | Divination | 1 rnd/lvl | close | will | yes | PRG:OA |
| 1 | | | Mind Thrust I - Mentally deal 1d6 points of damage per level. | Divination | instant | close | will | yes | PRG:OA |
| 1 | | | Mindlink - Communicate a great deal of information in an instant. | Divination | instant | touch | will | yes | PRG:OA |
| 1 | | | Hive Mind, Lesser - Three creatures gain telepathy within close distance. | Divination | 1 minute/lvl | close | will | yes | AAW:UCR |
| 1 | | | Technomancy - As detect magic, except detects the presence of technological object | Divination | 3 rnds/lvl | 60' | none | no | PCS:TG |
| 1 | | | Speak with Animals - You can communicate with animals. | Divination | 1 min/lvl | personal | none | no | PRG:CRB |
| 1 | | | True Strike - +20 on your next attack roll. | Divination | 2 rnds | personal | none | no | PRG:CRB |