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	<u> </u>	HOMELAND & BACKGRO	OUND OCCUPAT	rion	•			(1) (1)	ROL	EPI	AY	IDDIC	3 G	AJM		C
LANGUAGES: Sylvan, Common, Elven, Gnome, Undercom	nmon,	, Necril, Inferna	I, Druidic,	Halfling				Original	by Neceros.	Modified	l by abelli	us@yah	oo.com.	Version	1.0.2012	
			TPOINT					CLA	SS RE	CORI	DER					
	ГЕМР	CURREN		HP GAIN		1	CLASS N	AME	JJ KL	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
STR 10 0 10	_		\sim	43	5		Shift	er		5	47	5	4	4	1	5
DEX 18 4 16 2		5.	3	5	1		Librar	ian		0	9	0	0	0	2	1
CON 12 1 12 -2 2	\Box	•														
	=	NONLETHAL HP DAM														
	=	TEMPORARY HP								П	\Box	\neg				П
wis 10 0 10			TOTAL H	P 53	FAVO		Shifter	Т	OTALS	5	56	5	4	4	3	6
CHA 14 2 14			& MISCELLANE	CLA						CKII				ANKS		
ABILITY SCORE & RACIAL NOTES	一		CONDITIONS	& MISCELLANE	OUS TRACKIN	40					SKILI	TAL RA	NKS AE	BILITY T		56 міsc
	.KC &	DEFENSE						ACROBATIC APPRAISE	s +	D	EX 12	_	_	6	3	
	SIZE	DODGE NATURAL	DEFLECT	MISC TE	МР			BLUFF		CH	_	_	_	2	3	
AC 35 =10+ 6 0 4		3		12	AF	RMOR CHECK PENALTY		CLIMB +		S.	TR 8	_	_	0	3	
TOUCH 26 = 10+	$\overline{}$			12	\exists	MAXIMUM DEX	1 10 1	CRAFT: plar		II CH		_	5	6	3	
	一		ı	12	\dashv	SPELL		DISABLE DI		D	_	\pm	\pm	4		\neg
FLAT-FOOT 31 =10+ 6 0 0		3		COMBAT NOTES	& MODIFIES	FAILURE		Disguise		CH	_	_		2		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC	TEMP Misc		Int Mod +		da	_	ESCAPE ART	rist +	D		_	_	4	3	
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	一				-	E 13	The same of the sa	HEAL	-	w	_	_	_	0		
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WILL 3 3 0					-	N A	· 🗷	Kn: (all)			NT 10	_	_	6	3	
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE	MISC			-	& Mail	A	Kn: craft: s	crolls		NT 1()	_	6	3	
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ATTACK MODIFIER	=	 				136		Kn:		11	NT	工	二	6		
ATTACK MODIFIER 9 J						1	A CONTRACTOR OF THE PARTY OF TH	LINGUISTIC			NT /// 1'	+		6		
CMB 11 5 INT 6						888) 1		PERCEPTION PERFORM:	N	CH	_	$\overline{}$	6	2	3	2
CMD 19 =10+ B5B DOINGE & STA & DEX	\equiv					-		Prof: libra	rian	w	_	_	2	0	3	
DEX					_			RIDE +		D	_	_	_	4	3	
FEAT	S & F	EATURES						SENSE MO		W D	_	+	_	0 4		
CLASS FEATURES, RACIAL	TRAITS, F	FEATS, AND CHARACTER I						SPELLCRAFT		11	NT 13	3	2	6	3	2
Class: Shifter (UW: 26) HD: d10; skills 4 + Int N		Race: Elf (elf	, , ,					STEALTH • SURVIVAL		D	(IS 9	_	_	0	3	
Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scyt	the,	Elven Immunit		* 2	SWIM +	TR 4	_	1	0	3						
sickle, shortspear, sling, spear & natural attacks		Keen Senses	s: +2 Per		Use Magic	⊣A 7		2	2	3						
Armor Prof: Light & Medium Armor, Shields (no me	∍tal)	Elven Magic	+2 over			+	+	+	\dashv							
Shifter Aspect (Su): Plant (see below)		Weapon Familia	rity: longb				STR		+	+						
Minor Form: (3 + shifter lvl minutes/day)		Improved Ini	tiative +4				STR	\perp	工	\perp	\Box					
Verdant Body (Su): 25% immune critical hits & sneak att	tack	Photosynthet		1d4/hr			STR STR		+	-	-					
Speak with Plants (Sp): as spell (3+Cha Mod/d		& regrow los		MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAI							TRAINED	BONUS.				
Archetype: Verdant Shifter (UW: 78)	~ <i>j </i>	Grow Armor		* SKILL CAN BE USED UNTRAINED												
		GIOW AIIIOI	TID AC	(IIIAX TS	')		sı	LOW MED		т 🗆 📙		3,000			5,000	
Verdant Body: +2 Con								SPEED			30	FLY	sw	IM C	CLIMB	MISC
Wild Armor (Ex): +x=3 Natural AC										<u> </u>		<u></u>	DEX	 	\dashv	MISC
Track: +lvl/2 Survival to track								INIT	8	<u> </u>	= _		MOD -	+ _		MOD
Shifter Claws: ignore DR/cold iron & DR/silver								HERO								
Woodland Stride: move through underbrush at speed w/o dam	nage							SR		Ti	DR					一
Trackless Step: Cannot be tracked		Plant Shape:	Use Shifte	er Major A	spect lv	l hrs/day	(1/day)		CEC			_		_		=
								ESISTAN				_		_		
ARMO ARMOR NAME & DESCRIPTION	R & 1	WEAPONS	WEIGHT	POOL POINTS												
Enhanced Balt of Barkskin +1 +5 DR 10/adamant	tine (n	nax 100 hn/day)	1.0													
ARMOR	(11		6	10 0	0	Lt	 									-
SHIELD																
WEAPON NAME & DESCRIPTION	_	ATTACK MODIFIER	RS		DAMAGE		CRITICAL	RANGE	TYPE	WEIGH.			АММО	& NOTE	s	
claws (x2)	₩	+5			1d4		20,x2		S,P		$+\!\!-$					
dagger (melee)	₩	+5 1d4 19-20							S	1.0	+					\dashv
■ -1 (41)	1			1	4 .1 4		1 40 00 -0	1 40 1		4 ^	1					

1d4

1d8

1d8+1

19-20,x2

19-20/x2

20,x3

10

110

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8.0

3.0

+9

+5

+9+1

dagger (thrown)

longsword long bow +1

	FEATS & SPECIAL ABILITIES		uese/pay				F	EAT	S &	SPECIA	AL ABI	LITIES			
Sr	nifter Aspects:		USES/DAY	USED	CI	ass: Lib	rarian HD: d6;	skill	147 Civil	+ Int M	od			USES/DAY	USED
-	ant (type); Immunity to all mind-affecting effects			Armor Prof: None; Weapon Prof: club, dagger, staff											
-	harms, compulsions, morale effects, patterns, and phant			Faction: Community of Librarians											
\vdash	munity to paralysis, poison, polymorph, sleep effects, and st			Arcane Bond: Library Card; Arcane School: Divination											
⊢	5% immune critical hits & sneak attack				-		vilieges: Rese								
\vdash	ajor: As Plant Shape I				-		ous Casting: S						ll .		
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æ	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	#		E	QUI	PM E	ENT & I	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
, so	Enhanced Belt of Barkskin+1, +5 DR 10/adamantine (max 100 hp/day)	Q11 / 03E3	WOTNIA	WEIGHT		Libraria	an Class Featu			itinued)			Q11 / 03E3	warnya	WEIGHT
	daggers				1 🗀	Feat: \$	Scribe Scroll								
	longsword				1	Clever	Defense (Ex) -	⊦ Int	Mod	to AC					
Г	longbow +1				1 🗀										
	quiver w/ 20 arrows				1 🗆										
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	BELT:	+-													
_	BODY:	+-													_
	CHEST:	+-													-
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	FEET:		CARR		CARRIED	WGT N/A	STORED	H				TREASURE	ARRIED		WEIGHT
	HANDS:	LATINUM						<u></u>							
	TEAU.	GOLD													<u> </u>
н	EADBAND:	SILVER													
	NECK:	COPPER									LO	ADS &	LIFT		
L	RING:							LC	SHT DAD	MEDIUM	HEAVY LOAD	N	LIFT ABOVE HEAD	GROUND	DRAG & PUSH
Ĺ	RING:	ARMOR &		CARRIE	1	IGHT		13	33	67	100		100	200	500
SH	.	WEAPONS	CURREN	CY EQU	IPMENT	MISC	TOTAL	\vdash	0	0		MODIFIED LOAD	0	0	0
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	SPELLS PER DAY									BLO	ODLINES & PATRONS	SPELLS PER DAY								
CLAS	ss		Librarian LEVEL 1						LOODLINE/PA	TRON				LASS					LEVE	L
SAVE	DC I	.EVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS	В	LOODLINE/PA	TRON				SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
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CLOSE: 25FT +		┐ .	MEDIU 100FT	м: + 11		LONG: 400ft +	440		FOCI	USED			LOSE: 5FT +	25 Medium				LONG: 400ft +	400	
5FT / 2 LVL		_	10FT / I	LVL		40FT / LVL	- L		PROHIB	SITED			5FT	/2 LVL 25		10FT / LVL			40FT / LV	IRRENT POINTS
SPE	PELL 0 PROHIBITED													SPELL	0	CEASS				AKENT FORMIS
											SPELLS			1011115						
LEVEL	PREP	USED	Data	4 N 4 1	- D-1	t II			DESCRIPTION			scho			URATION	RANGE		SAVE	SR	REFERENCE
0							•		agic items						min/lvl	60'		none	no	PRG:CRB
0									creature o			Divina			instant		close 40'			PRG:CRB PRG:OA
0			Detect Psychic Significance - Find psychically charged items. Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate cher									Divina			stant min				no	PC:TEoG
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate chec Grasp - Reroll failed Climb check at -2.										ation instant			touch will touch fort			yes	PPC:HotD
0			Know Direction - You discern north.										ation	_	stant	personal		none	-	PRG:CRB
0													Divination 1 m			touch		will		PRG:CRB
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check Read Magic - Read scrolls and spellbooks.										ation		min/lvl	persor		none	_	PRG:CRB
0			Sift - See area as though examining it.										ation		stant	·		none		PRG:APG
			One - See area as urough examining it.													30 Hone			110	11(0,711 0
1			Detect Aberration - Reveals presence of aberrations.										ation	10	min/lvl	long		none	no	PRG:APG
1			Detect Animals or Plants - Detects kinds of animals or plants.										ation		min/lvl	long		none		PRG:CRB
1											ssion of all creatures in area.	Divina		1 min/lvl		60'		none	no	PC:ASL
1			Detect	Evil/Go	ood/Cha	os/Law -	- Revea	ls creat	tures, spell	s, or o	bjects of selected alignment.	Divina	ation	10	min/lvl	60'		none	no	PRG:CRB
1			Detec	t Meta	I - Dete	ct any	metal c	bjects	s or creatu	ıres w	vithin a 60-foot cone.	Divina	ation	1	min/lvl	60'		none	no	PPC:PotR
1			Detec	t Radia	ation - I	Detect i	radiatio	on in th	ne surrour	nding	area.	Divina	ation	10 min/lvl		120'		none	no	PCS:TG
1			Detec	t Secre	et Door	s - Rev	eals hi	dden d	doors with	nin 60) ft.	Divin	ation	1 min/lvl		60'		none	no	PRG:CRB
1			Detec	t Snar	es and	Pits - F	Reveals	s natur	ral or prim	itive t	traps.	Divina	ation	10	min/lvl	60'		none	no	PRG:CRB
1			Detec	t the F	aithful	- Detec	t other	worsh	nipers of y	our de	leity.	Divina	ation	1	min/lvl	60'		none	no	PC:TEoG
1			Detec	t Unde	ead - Re	eveals ı	undead	d withir	n 60 ft.			Divina	ation	1	min/lvl	60'	none	no	PRG:CRB	
1			See Al	ignmen	t - In you	ır sight, o	creature	s and it	tems of one	e alignr	ment emit a ghostly radiance.	Divina	ation	1 rnd/lvl		persor	nal	none	no	PRG:UC
1											s, spells, feats, and abilities.	Divina	ation	1 rnd/lvl		close		will		PRG:OA
1									s of dama	<u> </u>		Divin		ir	stant	close	•	will	-	PRG:OA
1			Mindlink - Communicate a great deal of information in an instant.									_	Divination		stant	touch		will	-	PRG:OA
1				Hive Mind, Lesser - Three creatures gain telepathy within close distance.									Divination 1 m		minute/lvl close		•	will	yes	AAW:UCR
1				echnomancy - As detect magic, except detects the presence of technological obje											nds/lvl	60'		none	no	PCS:TG
1				Speak with Animals - You can communicate with animals.									Divination 1 min/			persor		none		PRG:CRB
1			True S	Strike -	- +20 oı	n your r	next att	tack ro	oll.			Divina	ation	2	rnds	persor	nal	none	no	PRG:CRB
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