

O'simlik
 CHARACTER
 Elf medium male
 RACE & LA SIZE GENDER
 121 Neutral Calistria, the Savored Sting
 AGE ALIGNMENT DEITY
 LANGUAGES: Sylvan, Common, Elven, Gnome, Undercommon, Necril, Infernal, Druidic, Halfling, Dwarven, Goblin, Celestial, Abyssal, Aboleth

Hebeloma
 PLAYER
 5'8" 112 lbs leafy green yellow pale green
 HEIGHT WEIGHT HAIR EYES SKIN
 Fierani Forest, Kyonin (ISWG: 96)
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	18	4	16	2		
CON	12	1	12	-2	2	
INT	24	7	18	2	4	
WIS	10	0	10			
CHA	14	2	14			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
73	43	5	Shifter	5	47	5	4	4	1	5
	25	5	Librarian	2	48	0	1	1	4	5
TOTAL HP			TOTALS		7	95	5	5	5	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	40	-10+	6	0	4		3		17	
TOUCH	31	-10+			4				17	
FLAT-FOOT	36	-10+	6	0	0		3		17	

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	5	1			
REF	9	5	4			
WILL	5	5	0			

Misc Armor = Int Mod + HD
 Second Attack @ +2 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	7		0		
RANGED	11	7		4		
CMB	14	7	INT	7		
CMD	21	-10+	B7B	0	4	

SKILLS						RANKS TOTAL	95
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> Acrobatics	DEX	12	5	4	3		
<input checked="" type="checkbox"/> Appraise	INT	11	1	7	3		
<input type="checkbox"/> Bluff	CHA	2		2			
<input checked="" type="checkbox"/> Climb	STR	8	5	0	3		
<input checked="" type="checkbox"/> Craft: plant creatures	INT	18	8	7	3		
<input type="checkbox"/> Diplomacy	CHA	2		2			
<input type="checkbox"/> Disable Device	DEX			4			
<input type="checkbox"/> Disguise	CHA	2		2			
<input checked="" type="checkbox"/> Escape Artist	DEX	4		4			
<input checked="" type="checkbox"/> Fly	DEX	8	1	4	3		
<input checked="" type="checkbox"/> Handle Animal	CHA	10	5	2	3		
<input type="checkbox"/> Heal	WIS	0		0			
<input type="checkbox"/> Intimidate	CHA	2		2			
<input checked="" type="checkbox"/> KN: (nature)	INT	15	5	7	3		
<input checked="" type="checkbox"/> KN: (all)	INT	15	5	7	3		
<input checked="" type="checkbox"/> KN: craft: scrolls	INT	15	5	7	3		
<input type="checkbox"/> KN:	INT			7			
<input type="checkbox"/> KN:	INT			7			
<input type="checkbox"/> KN:	INT			7			
<input checked="" type="checkbox"/> Linguistics	INT	14	4	7	3		
<input checked="" type="checkbox"/> Perception	WIS	15	10	0	3	2	
<input type="checkbox"/> Perform	CHA	2		2			
<input checked="" type="checkbox"/> Prof: librarian	WIS	9	6	0	3		
<input checked="" type="checkbox"/> Ride	DEX	8	1	4	3		
<input type="checkbox"/> Sense Motive	WIS	1	1	0			
<input type="checkbox"/> Sleight of Hand	DEX			4			
<input checked="" type="checkbox"/> Spellcraft	INT	18	6	7	3	2	
<input checked="" type="checkbox"/> Stealth	DEX	17	10	4	3		
<input checked="" type="checkbox"/> Survival	WIS	13	10	0	3		
<input checked="" type="checkbox"/> Swim	STR	4	1	0	3		
<input checked="" type="checkbox"/> Use Magic Device	CHA	11	6	2	3		
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
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<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						

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
 Elven Immunities: Immune sleep; +2 save vs enchantment
 Armor Prof: Light & Medium Armor, Shields (no metal)
 Keen Senses: +2 Perception; Low-Light Vision
 Shifter Aspect (Su): Plant (see below)
 Elven Magic: +2 overcome SR & Spellcraft
 Minor Form: (3 + shifter lvl minutes/day)
 Weapon Familiarity: longbows, longswords, rapiers, & shortbows
 Verdant Body (Su): 25% immune critical hits & sneak attack
 Improved Initiative +4
 Speak with Plants (Sp): as spell (3+Cha Mod/day)
 Photosynthetic Healing: regain hp in sunlight @ 1d4/hr
 Archetype: Verdant Shifter (UW: 78)
 & regrow lost limbs @ 25% of total hp
 Verdant Body: +2 Con
 Grow Armor +HD AC (max +9)
 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
 Plant Shape: Use Shifter Major Aspect lvl hrs/day (1/day)

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 FAST 105,000 / 155,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	8	=	4	DEX MOD	+ 4
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Enhanced Belt of Barkskin +1 +5 DR 10/adamantine (max 100 hp/day)	6	10	0	0	Lt	1.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2)	+7	1d4	20,x2		S,P		
dagger (melee)	+7	1d4	19-20,x2		S	1.0	
dagger (thrown)	+11	1d4	19-20,x2	10	P	1.0	
longsword	+7	1d8	19-20/x2		S	8.0	
long bow +1	+11+1	1d8+1	20,x3	110	P	3.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
19	0	5	4		1	
20	1st	6	3	2	1	
21	2nd	5	2	2	1	
22	3rd	4	1	2	1	
	4th			1		
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

