O'simlik Hebeloma

Elf medium male 5'8" RACE & LA GENDER 121 Calistria, the Savored Sting

Neutral

dagger (thrown)

longsword

WEIGHT HEIGHT HAIR Fierani Forest, Kyonin (ISWG: 96)

112 lbs leafy green yellow

pale green SKIN



AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUPA					ROLL						
LANGUAGES: Sylvan, Common, Elven, Gnome, Undercommon, Ne	cril, Infernal, Druidic, Halfling, Dwa	rven, Goblin, Ce	lestial, Abyssal	, Aboleth	Origina	by Neceros. N	Modified b	y abellius	@yahoo.o	om. Versi	on 1.0.2012	2
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TE	HITPOIN'					SS REC	_					
STR 10 0 10	CURRENT HP	HP GAINED	^{но} 5	Shift				47 F	_	RT RE		5
	= 72					-	\rightarrow	-+	-	+	+-	_
DEX 18 4 16 2	 	25	5	Librar	ian		2	48	0	1 1	4	5
CON 12 1 12 -2 2							\perp	\perp	\perp	\perp		
INT 24 7 18 2 4	NONLETHAL HP DAM											
	TEMPORARY HP						\neg					
wis 10 0 10	TOTAL H	P 73	FAVORED CLASS	Shifter	Т	OTALS	7	95	5	5 5	5	10
CHA 14 2 14	CONDITIONS	& MISCELLANEOUS T									RANKS	
ABILITY SCORE &	CONDITIONS	& MISCELLANEOUS I	RACKING				5	TOTAL		ABILITY	TOTAL TRAINED	95 міsc
RACIAL NOTES	KS & DEFENSE				Acrobatic Appraise	s •	DE)	_	5	7	3	
	SIZE DODGE NATURAL DEFLECT	MISC TEMP			BLUFF		CH	-	+ '	2	3	
AC 40 =10+ 6 0 4	3	17	ARMOR CHECK PENALTY	0 ∗⊠	CLIMB +		STI	8	5	0	3	
TOUCH 31 =10+ 4		17	MAXIMUM	1 40 1	CRAFT: pla		IN.		8	7	3	
			DEX SPELL		Diplomac Disable D		CH/	_	+	2		
FLAT-FOOT 36 =10+ 6 0 0	3	_17	FAILURE	0%	Disguise		CH	-		2		
	Misc Armor =	COMBAT NOTES & MC			ESCAPE AR	TIST +	DE	_		4		
	WISC TEMP			Contract of the Contract of th	Fly • Handle A	NIMAI	DE)	_	5	2	3	
FORT 6 5 1	Second Attacl	(@ +2 BAB	37		HEAL		WI		+	0	"	
REF 9 5 4			1		Intimidat		СН			2		
WILL 5 5 0			4		Kn: (nature	e)	IN.	_	_	7	3	
W121 0 0 0			1/	A No.	Kn: (all) Kn: craft: s	crolls	IN.		_	7	3	
	SIZE MISC		4 1 4 1	Section 2.	Kn:		IN.	-		7		
MELEE 7 7 0			W		Kn:		IN.	-		7		
RANGED 11 7 4	<u> </u>				Kn: Linguistic	~c	IN.	-	4	7	3	
ATTACK MODIFIER			THE REAL PROPERTY.	A STATE OF THE PARTY OF THE PAR	PERCEPTIO		WI	-	_	0	3	2
CMB 14 7 INT 7				*-	PERFORM:		СН	2		2		
CMD 21 =10+ BAB DOC E & DEX DEX			Million.	- T	Prof: libra	rian	WI	_	6	0	3	
					RIDE + Sense Mo	TIVF	DEX	-	1	0	3	
	& FEATURES				SLEIGHT O	F HAND •	DEX	<		4		
Class: Shifter (UW: 26) HD: d10; skills 4 + Int M	RAITS, FEATS, AND CHARACTER FEATURES			_	SPELLCRAF	Т	IN.		6	7	3	2
					STEALTH • SURVIVAL		DE) WI		10	0	3	
Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scytl	<u> </u>	• • • • • • • • • • • • • • • • • • • •		*Z	Swim +		STI		1	0	3	
sickle, shortspear, sling, spear & natural attacks	Keen Senses: +2 Pe	rception; Lov	v-Light Visio		Use Magic		СН	11	6	2	3	
Armor Prof: Light & Medium Armor, Shields (no me	tal) Elven Magic: +2 over	come SR &	Spellcraft				STR	\vdash	+			
Shifter Aspect (Su): Plant (see below)	Weapon Familiarity: longt	ows, longsword	s, rapiers, & sh				STR	\vdash				
Minor Form: (3 + shifter lvl minutes/day)	Improved Initiative +4	1				s	STR					
Verdant Body (Su): 25% immune critical hits & sneak att.			n sunlight @	1d4/hr			STR					
	_ <u> </u>			<u>_</u>	RK A 🗆 TO SE	IOW A CLASS SE	STR KILL. <i>CLAS</i>	S SKILI S Y	WITH PAN	S GAIN A	+3 TRAINE	BONIIS
Speak with Plants (Sp): as spell (3+Cha Mod/da	<u> </u>		ы пр		* SKILL	CAN BE USED	UNTRAIN	ED + A	RMOR CHE	CK PENAL	TY APPLIES	
Archetype: Verdant Shifter (UW: 78)	Grow Armor +HD AC	(max +9)		sı		RIENCE DIUM 🗹 FAST	L	105	5,000	/	155,00	00
Verdant Body: +2 Con								BASE	FLY	SWIM	CLIMB	MISC
Wild Armor (Ex): +x=3 Natural AC					SPEED			30				
Track: +lvl/2 Survival to track					INIT	8	_ =	= 4	DE MO	· +	4	MISC MOD
Shifter Claws: ignore DR/cold iron & DR/silver							\dashv_{\vdash}					
Woodland Stride: move through underbrush at speed w/o dam.					HERO		 _					
	<u> </u>				SR			DR				
Trackless Step: Cannot be tracked	Plant Shape: Use Shift	er Major Aspe	ct IVI hrs/day	(1/day) R	ESISTAN	ICES						
ARMO	D & WEADONS				OOL POI		Т					
ARMO ARMOR NAME & DESCRIPTION	R & WEAPONS AC BONUS 1	MAX DEX PENALTY S	PELL FAIL TYPE	WEIGHT	30L POI	и12						
Enhanced Belt of Barkskin +1 +5 DR 10/adamanti	ne (max 100 hp/day) 6	10 0	0 Lt	1.0								
SHIELD				\vdash								
			<u> </u>									
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS		AAGE	CRITICAL	RANGE		WEIGHT	I	A	MMO & NO	OTES	
claws (x2)	+7		d4	20,x2	-	S,P		1				
dagger (melee)	+7	10	d4	19-20,x2	1	S	1.0	1				
l d a su a su (Ala sua cosa)	. 4.4	1 4.	-1.4	1000.0	1 40	_ D	4.0	1				

1d4

1d8

1d8+1

19-20,x2

19-20/x2

10

110

Р

S

1.0

8.0

3.0

+11

+7

+11+1

	FEATS & SPECIAL ABILITIES						F	EATS	& SPECI	AL ABILI	TIES			
Sh	ifter Aspects:		USES/DAY	USED		lass: Libr	arian HD: d6;	skills:	2 + Int M	od			USES/DAY	USED
Plant (type); Immunity to all mind-affecting effects						rmor Prof: None; Weapon Prof: club, dagger, staff								
-	narms, compulsions, morale effects, patterns, and phar	ntasms).					ommunity of L							
H	munity to paralysis, poison, polymorph, sleep effects, and s				- I		nd: Library Ca			ool: Divir	nation			
25	% immune critical hits & sneak attack				⊣ ⊢		rilieges: Rese							
Ma	ajor: As Plant Shape I				- I		us Casting: S					I		
							n: Shifter Stud		-					
Г					In	troduction	n: Minor Form							
					1									
					1 🗆									
H	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	QUIPI ITEM	MENT &	MAGIC IT	TEMS	QTY / USES	WGT N/A	WEIGHT
	Enhanced Belt of Barkskin+1, +5 DR 10/adamantine (max 100 hp/day)	,			⅃Ĺ	Libraria	n Class Featu	res (C	ontinued))		·		
	daggers				⅃┖	Feat: S	cribe Scroll							
	longsword				⅃L	Clever [Defense (Ex) +	⊦ Int M	lod to AC					
	longbow +1				J L	Spell Foc	us (Divination), G	Greater S	Spell Focus	(Divination)	+2 DC			
	quiver w/ 20 arrows				↓ L	Spell Specia	alization (Mind Thrust),	+2 lvl; Gr	reater Spell Spe	cialization (Min	d Thrust)			
					↓ L	Lesser	Guardian Scro	oll; Gu	ardian Sc	roll (PPPI	H:Lib)			
					J L									
					J L									
					IJL									
					↓ L									
					J L									
					J L									
					┦┞									
					⇃⇂									
					↓ L								<u> </u>	
					↓ L									
					⇃⇂									
					⇃⇂									
					⇃⇂									
					↓ L									
					┦┞									
					┨┞									
					┨┝									
<u> </u>					┨┞	-								
_					┨┞									
L					┨┞									
					┙┕									
	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTAI						
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#			CONTAIN	ER			VC	DLUME/WEIGHT	LIMIT/NOT	ES		WEIGHT
\vdash	BODY:													
H	[
\vdash	CHEST:	+												1
\vdash	FEET:			CU	RRENC	Y				TREASU	JRE C	ARRIED		
H	I.	LATINUM	CARR	IED	CARRIE	D WGT N/A	STORED	ж		TRE	EASURE			WEIGHT
\vdash		GOLD				+		\vdash						
	HEAD:	SILVER			\vdash			\vdash						
H	NECK:	COPPER			 									
\vdash	RING:							LIGH		HEAVY	DS & I	LIFT ABOVE		
\vdash				'A PPL	ED WE	IGHT		33	LOAD	LOAD 100	N	100	GROUND 200	_{ризн} 500
611		ARMOR &	CURREN		JIPMENT	MISC	TOTAL	0	0		MODIFIED	0	0	0
SH	OULDERS:	14.0	0.0		0.0		14.0	<u> </u>	ENT LOAD	LIGUE [7]	LOAD			
	WRIST:	14.0	<u> 0.0</u>		0.0		17.0	CURR	ENT LOAD	LIGHT Z	ı M	EDIUM 🗖	HEA	VY 🔲

			SPELLS PER DAY	BLOODLINES & PATRONS				SPELLS P	ER DAY		
CLA	ss		Librarian LEVEL 5	BLOODLINE/PATRON		CLA	ss			LEVE	L
			ABILITY SPELLS	BLOODLINE/PATRON					ABILITY		SPELLS
	9	O	5 4 1 1			SA	VE DC LEVEL	TOTAL CLAS	SS BONUS	MISC	KNOWN
-	=			DOMAINS		ı⊨	=	 -	$\dashv \vdash \vdash \vdash$		
=	=	ıst	6 3 2 1	DOMAIN		⊢ ⊨	1st	_ _			-
2	21 :	2nd	5 2 2 1	SUBDOMAIN		L	2nd				
2	22	3rd	4 1 2 1	DOMAIN		L	3rd				
		4th	1				4th				
	\equiv	5th		SUBDOMAIN		F	5th				
F	╡,	6th		DOMAIN		F	6th	一	٦H		i lli
	=			SUBDOMAIN		늗	=				-
⊢	=	7th				. ⊨	7 th	 -	$\dashv \vdash \vdash \dashv$		╬
느		8th		WIZARD SPECIALITY SCHOOL		ı∟	8th		_		
		9th		SPECIALITY Divination		L	9th				
CLOSE: 25FT +	35	;]	MEDIUM: 100FT + 150 LONG: 400FT + 600	FOCUSED		CLOSE 25ft +	25	MEDIUM: 100FT +	100	LONG 400FT	+ 400
5FT / 2 LV	/L	TOTAL	10FT / LVL 40FT / LVL CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED		5FT / 2 I	VL	TOFT / LVL	ABILITY OTHE	40FT / L	JRRENT POINTS
SPE	LL	0		PROHIBITED		SP	ELL 0				
POII	V13		<u> </u>			POI					
LEVEL	PREP	USED		SPELLS ME & DESCRIPTION	SCHOOL		DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells an	nd magic items within 60 ft.	Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in c	•	Divinat	ion	instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find	, , ,	Divinat	ion	instant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creature	re gains +2 on one Diplomacy or Intimidate check.	Divinat	ion	1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check a	t -2.	Divinat	ion	instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north		Divinat	ion	instant	personal	none	no	PRG:CRB
0			Guidance - Touched creature gains +	1 on one attack roll, saving throw, or skill check.	Divinat	ion	1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spe	llbooks.	Divinat	ion	10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining	g it.	Divinat	ion	instant	30'	none	no	PRG:APG
1			Detect Aberration - Reveals presen	nce of aberrations.	Divinat	ion	10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects	kinds of animals or plants.	Divinat	ion	10 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, cor	mpulsion, and possession of all creatures in area.	Divinat		1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals	creatures, spells, or objects of selected alignment.	Divinat	ion	10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal obj	jects or creatures within a 60-foot cone.	Divinat	ion	1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation	ŭ .	Divinat	ion	10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hide	den doors within 60 ft.	Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals n	atural or primitive traps.	Divinat	ion	10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other w	orshipers of your deity.	Divinat	ion	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead v	vithin 60 ft.	Divinat	ion	1 min/lvl	60'	none	no	PRG:CRB
1			See Alignment - In your sight, creatures a	and items of one alignment emit a ghostly radiance.	Divinat	ion	1 rnd/lvl	personal	none	no	PRG:UC
1			Mental Block - Prevent the target from	n using its skill ranks, spells, feats, and abilities.	Divinat	ion	1 rnd/lvl	close	will	yes	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 pe	oints of damage per level.	Divinat	ion	instant	close	will	yes	PRG:OA
1			Mindlink - Communicate a great de	al of information in an instant.	Divination instant		instant	touch will		yes	PRG:OA
1			Hive Mind, Lesser - Three creature	s gain telepathy within close distance.	Divination 1 minute/lv		1 minute/lvl	/l close will		yes	AAW:UCR
1			Technomancy - As detect magic, exc	ept detects the presence of technological object	Divinat	ion	3 rnds/lvl	60'	none	no	PCS:TG
1			Speak with Animals - You can com	municate with animals.	Divinat	ion	1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20 on your next attac	ck roll.	Divinat	ion	2 rnds	personal	none	no	PRG:CRB
<u> </u>											
<u> </u>											

		SPELLS			4			
LEVEL 2	PREP USED	NAME & DESCRIPTION Augury - Learns whether an action will be good or bad.	SCHOOL Divination	instant	personal	none	sr no	PRG:CRB
2		Commune with Birds - You can understand the responses given by birds.	Divination	10 min/lvl	personal	none	no	PRG:ARG
2		Detect Anxieties - Learn what makes creatures anxious.	Divination	1 min/lvl	60'	will	no	PRG:UI
2		Detect Desires - Learn what creatures desire.	Divination	1 min/lvl	60'	will	no	PRG:UI
2		Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination	1 min/lvl	60'	will	no	PRG:OA
2		Detect Magic, Greater - As detect magic, but learn more information.	Divination	1 min/lvl	60'	none	no	PRG:UI
2		Detect Thoughts - Allows "listening" to surface thoughts.	Divination	1 min/lvl	60'	will	no	PRG:CRB
2		Find Traps - Notice traps as a rogue does.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2		Locate Object - Senses direction toward object (specific or type).	Divination	1 min/lvl	long	none	no	PRG:CRB
2		Locate Weakness - Roll damage twice for a critical hit and take the best damage.	Divination	1 min/lvl	personal	none	no	PRG:UC
2		Mind Thrust II - As mind thrust I, but deal 1d8 points of damage per level (maximum 5d8).	Divination	instant	close	will	yes	
2			Divination	10 min/lvl			-	PRG:CRB
2		See Invisibility - Reveals invisible creatures or objects.			personal	none	no	
		Tongues - Speak and understand any language.	Divination	10 min/lvl	touch	will	no	PRG:CRB
2		Elemental Speech - Enables you to speak to elementals and some creatures.	Divination	1 min/lvl	personal	none	no	PRG:APG
2		Speak with Plants You can talk to plants and plant creatures.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2		Share Language. Communal As share language, but you may divide the duration among creatures touched.	Divination	24 hrs	touch	will	yes	PRG:UC
2		Hive Mind - Three creatures gain telepathy within medium distance.	Divination	1 min/lvl	medium	will	yes	AAW:URC
3		Akashic Communion Attempt to gain a glimpse of some specific event from the Akashic Record.	Divination	1 min/lvl	personal	none	no	PPC:MaTT
3		Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.	Divination	1 min/lvl	long	none	no	PRG:CRB
3		Find Fault - You instantly learn many of the target's weaknesses.	Divination	instant	medium	none	-	PPC:ArA
3		Mind Thrust III - As mind thrust I , but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	ř	PRG:OA
3		Scrying - Spies on subject from a distance.	Divination	1 min/lvl	any	will	yes	PRG:CRB
3		See Beyond - You attune your mind and your sight to the hidden world of spirits.	Divination	24 hrs	personal	none	no	PPC:DA
3		Seek Thoughts - Detects thinking creatures' thoughts.	Divination	1 min/lvl	40'	will	no	PRG:APG
3		Tongues, Communal - As tongues, but you may divide the duration among creatures touched.	Divination	10 min/lvl	touch	will	no	PRG:UC
3		Locate Creature - Indicates direction to familiar creature.	Divination	10 min/lvl	long	none	no	PRG:CRB
3		Arcane Sight - Magical auras become visible to you.	Divination	1 min/lvl	personal	none	no	PRG:CRB
3		Mark of Obvious Ethics - Other creatures can determine the target's alignment.	Divination	1 day/lvl	touch	will	yes	PRG:ACG
3		Pierce Disguise - See through low-level magical disguises.	Divination	1 min/lvl	personal	none	no	PRG:ACG
3		Hive Mind, Greater - 1 creature per caster level gains telepathy within long distance.	Divination	1 min/lvl	long	will	yes	AAW:URC