

Qurbaqa  
 CHARACTER  
 Vine Leshy small male  
 RACE & LA SIZE GENDER  
 11 Neutral Shyka the Many (The First World 34)  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Sylvan, Common, Druidic

Hebeloma  
 PLAYER  
 2'2" 27 lbs leafy green yellow bark brown  
 HEIGHT WEIGHT HAIR EYES SKIN  
 The Fangwood, Nirmathas (Lands of Conflict 25)  
 HOMELAND & BACKGROUND OCCUPATION



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

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

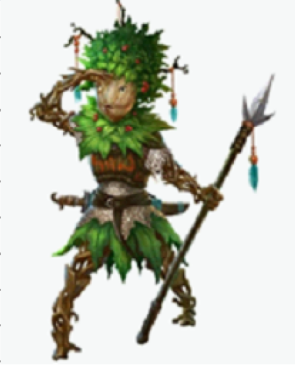
HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
15	14	1	Shifter	1	4	1	2	2	0	1	
TOTAL HP			TOTALS		1	4	1	2	2	0	1

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	18	-10+	3	0	4	1				
<b>TOUCH</b>	15	-10+			4	1				
<b>FLAT-FOOT</b>	14	-10+	3	0	0	1				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	6	2	4			
<b>REF</b>	6	2	4			
<b>WILL</b>	1	0	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	4	1		2	1	
<b>RANGED</b>	6	1		4	1	
<b>CMB</b>	4	1	DEX	4	1	-2
<b>CMD</b>	16	-10+	B1B	0	6	-2



SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	4
<input checked="" type="checkbox"/> ACROBATICS	DEX	8	1	4	3	
<input type="checkbox"/> APPRAISE	INT	0		0		
<input type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB	STR	8	1	2	3	2
<input checked="" type="checkbox"/> CRAFT	INT	0		0		
<input type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE	DEX			4		
<input type="checkbox"/> DISGUISE	CHA	0		0		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	4		4		
<input checked="" type="checkbox"/> FLY	DEX	4		4		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			0		
<input type="checkbox"/> HEAL	WIS	1		1		
<input type="checkbox"/> INTIMIDATE	CHA	0		0		
<input checked="" type="checkbox"/> KN: (nature)	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	1		1		
<input type="checkbox"/> PERFORM	CHA	0		0		
<input checked="" type="checkbox"/> PROF:	WIS			1		
<input checked="" type="checkbox"/> RIDE	DEX	4		4		
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4		
<input type="checkbox"/> SPELLCRAFT	INT			0		
<input checked="" type="checkbox"/> STEALTH	DEX	12	1	4	3	4
<input checked="" type="checkbox"/> SURVIVAL	WIS	1		1		
<input checked="" type="checkbox"/> SWIM	STR	6	1	2	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<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: Vine Leshy (plant) (UW: 20)
Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks	Small +1 AC; +1 attack; -1 CMB; -1 CMD; +4 Stealth
Armor Prof: Light & Medium Armor, Shields (no metal)	Low Light Vision; Darkvision 60'
Shifter Aspect (Su): Frog (see below)	Pass without Trace: as a constant spell-like ability
Minor Form: (3 + shifter lvl minutes/day)	Change Shape: transform into vines, as tree shape (at will)
Shifter Claws (Su): 2 claw attacks	Plantspeech: as continual speak with plants (vines only)
Wild Empathy (Ex): Improve attitude of wild animal	Verdant Burst: when slain, all w/in 30' gain 1d8 hp
	Unassuming Foliage: +4 Stealth in forests
	Climber: +2 Climb
	Climbing Vine - climb speed 10'

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR spider silk body suit	3	6	0	10	Lt	0.3
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2)	+4	1d4+2	20,x2		S,P		
dagger (melee)	+4	1d3+2	19-20,x2		S	1.0	
dagger (thrown)	+6	1d3	19-20,x2	10	P	1.0	
sling	+6	1d3	20,x2	50	B		
spear (melee)	+4	1d6+3	20,x3	20	P	5.0	

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  0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	20			10	
<b>INIT</b>	4	=	4	DEX MOD	+ MISC MOD
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Shifter Aspects:			
Frog: Minor Aspect +4 acrobatics & swim checks			
Major aspect: Giant Frog (B-135), low-light vision; scent 30'			
AC 12, bite attacks (1d6+2 damage & grab), move 30', swim 30'			
all jumps have running start; Str 15 Dex 13 Con 16 Int 1 Wis 8 Cha 6			
(6' long & weigh 200 lbs)			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	spider silk body suit			
	daggers			
	sling			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
7.3	0.0	0.0		7.3

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	