

Qurbaga  
 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>	20	5	18		2	
<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	
67	62	5	Shifter	5	20	5	4	4	1	5	
TOTAL HP			TOTALS		5	20	5	4	4	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	22	-10+	4	0	5	1			2	
<b>TOUCH</b>	18	-10+			5	1			2	
<b>FLAT-FOOT</b>	17	-10+	4	0	0	1			2	

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	20
<input checked="" type="checkbox"/> ACROBATICS	DEX	13	5	5	3
<input type="checkbox"/> APPRAISE	INT	0		0	
<input type="checkbox"/> BLUFF	CHA	0		0	
<input checked="" type="checkbox"/> CLIMB	STR	12	5	2	3
<input checked="" type="checkbox"/> CRAFT	INT	0		0	
<input type="checkbox"/> DIPLOMACY	CHA	0		0	
<input type="checkbox"/> DISABLE DEVICE	DEX			5	
<input type="checkbox"/> DISGUISE	CHA	0		0	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	5		5	
<input checked="" type="checkbox"/> FLY	DEX	5		5	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	4	1	0	3
<input type="checkbox"/> HEAL	WIS	1		1	
<input type="checkbox"/> INTIMIDATE	CHA	0		0	
<input checked="" type="checkbox"/> KN: (nature)	INT	4	1	0	3
<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	5	1	1	3
<input type="checkbox"/> PERFORM	CHA	0		0	
<input checked="" type="checkbox"/> PROF:	WIS			1	
<input checked="" type="checkbox"/> RIDE	DEX	5		5	
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			5	
<input type="checkbox"/> SPELLCRAFT	INT			0	
<input checked="" type="checkbox"/> STEALTH	DEX	17	5	5	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3
<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				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	8	4	4			
<b>REF</b>	9	4	5			
<b>WILL</b>	2	1	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	8		2	1		
<b>RANGED</b>	11		5	1		
<b>CMB</b>	9	5	DEX	5	1	-2
<b>CMD</b>	21	-10+	B5B	0	7	1



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, Monkey (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
Defensive Instinct: +WisMod/2 to AC if no metal armor +1	Unassuming Foliage: +4 Stealth in forests
Track: +1vl/2 Survival to track	Climber: +2 Climb
Shifter Claws: ignore DR/cold iron & DR/silver	Climbing Vine - climb speed 10'
Woodland Stride: move through underbrush at speed w/o damage	Weapon Finesse: May use Dex Mod instead of Str Mod
Wild Shape: Use Shifter Major Aspect lvl hrs/day (1/day)	Shifter's Edge: Add lvl to Claw damage
Trackless Step: Cannot be tracked	

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR spider silk body suit +1	4	6	0	10	Lt	0.3
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2) + 1	+8+1	1d4+5+5	20,x2		S,P		
dagger (melee)	+8	1d3+2	19-20,x2		S	1.0	
dagger (thrown)	+11	1d3	19-20,x2	10	P	1.0	
sling	+11	1d3	20,x2	50	B		
spear (melee)	+11	1d6+3	20,x3	20	P	5.0	

