

Shilimshiq  
 CHARACTER: Nymph medium female  
 RACE & LA: 191 Chaotic Neutral Gyronna, Hag Queen (ISF 52)  
 AGE: 191 ALIGNMENT: Chaotic Neutral DEITY: Gyronna, Hag Queen (ISF 52)  
 LANGUAGES: Sylvan, Common, Druidic, Protean, Aboleth

Hebeloma  
 PLAYER: 5'6" 105 lbs pine green yellow green translucent green  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Verdurán Woods, Taldor (Taldor, The First Empire p. 40)  
 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	12	-2		
DEX	18	4	16	2		
CON	10	0	10			
INT	14	2	14			
WIS	10	0	10			
CHA	20	5	18	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
11	10	1	Shifter	1	6	1	2	2	0	1
TOTAL HP			TOTALS							
11			Shifter		1 6 1 2 2 0 1					

ABILITY SCORE & RACIAL NOTES

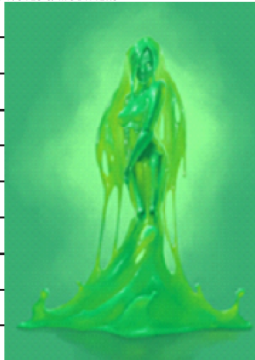
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	3	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	6
<input checked="" type="checkbox"/> ACROBATICS	DEX	8	1	4	3
<input type="checkbox"/> APPRAISE	INT	2		2	
<input type="checkbox"/> BLUFF	CHA	5		5	
<input checked="" type="checkbox"/> CLIMB	STR	0		0	
<input checked="" type="checkbox"/> CRAFT	INT	2		2	
<input type="checkbox"/> DIPLOMACY	CHA	5		5	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	
<input type="checkbox"/> DISGUISE	CHA	5		5	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	4		4	
<input checked="" type="checkbox"/> FLY	DEX	4		4	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			5	
<input type="checkbox"/> HEAL	WIS	0		0	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	6	1	5	
<input checked="" type="checkbox"/> KN: (nature)	INT	6	1	2	3
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> LINGUISTICS	INT			2	
<input checked="" type="checkbox"/> PERCEPTION	WIS	4	1	0	3
<input type="checkbox"/> PERFORM	CHA	5		5	
<input checked="" type="checkbox"/> PROF:	WIS			0	
<input checked="" type="checkbox"/> RIDE	DEX	4		4	
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input type="checkbox"/> SPELLCRAFT	INT			2	
<input checked="" type="checkbox"/> STEALTH	DEX	8	1	4	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	0		0	
<input checked="" type="checkbox"/> SWIM	STR	4	1	0	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			5	
<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	
FORT	2	2	0			
REF	6	2	4			
WILL	2	0	0		2	

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	1	1	0			
RANGED	5	1	4			
CMB	6	1	CHA	5		
CMD	15	-10+	B1B	0	STR & DEX	4



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod	Race: Nymph (fey) (New Pathfinder Races)
Archetype: Oozemorph (UW: 81)	Blinding Beauty: Fortitude save or blinded (1/day)
Weapon Prof: all simple weapons; Armor Prof: Light Armor	Unearthly Grace: +2 AC vs humanoid foes
Compression (Ex): Squeeze through small spaces	Confidence: +2 Will saves
Fluidic Body (Su): base form is protoplasmic blob (see below)	Charming Glance: Charm Person cast with eyes (2/day)
Morphic Weaponry (Ex): form 2 natural attacks w/ P,B or S dam	Low-light Vision
Ooze Empathy (Ex): alter attitude of oozes	Enhanced Fluidic Body: Increase to lv times/day & reduce DC to maintain to 10

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	FAST
0	2,000

SPEED				
BASE	FLY	SWIM	CLIMB	MISC
30				

INIT	
DEX MOD	MISC MOD
4	

HERO	SR	DR

RESISTANCES

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR nanocrystallites internalized within body grant hardness 5	3		0	0		10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
natural ooze attacks (x2)	+1	1d6	20,x2		S,P,B		
dagger (melee)	+1	1d4	19-20,x2		S	1.0	
dagger (thrown)	+5	1d4	19-20,x2	10	P	1.0	

