

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, Aklo, Abyssal, Celestial, Draconic, Infernal, Necril



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	24	7	18	2	4	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
92	82	10	Shifter	10	60	10	7	7	3	10	
TOTAL HP	92	FAVORED CLASS	Shifter	TOTALS	10	60	10	7	7	3	10

ABILITY SCORE & RACIAL NOTES

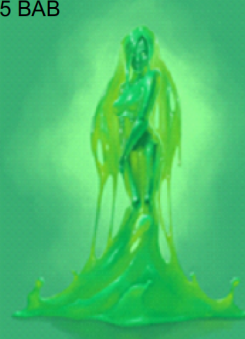
ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	5	0	4					
TOUCH	14	-10+		4						
FLAT-FOOT	15	-10+	5	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	7	0			
REF	11	7	4			
WILL	5	3	0		2	

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	10		0		
RANGED	14	10		4		
CMB	17	10	CHA	7		
CMD	24	-10+	10	0	4	

COMBAT NOTES & MODIFIERS

second attack @ +5 BAB



FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod
 Archetype: Oozemorph (UW: 81)
 Weapon Prof: all simple weapons; Armor Prof: Light Armor
 Compression (Ex): Squeeze through small spaces
 Fluidic Body (Su): base form is protoplasmic blob (see below)
 Morphic Weaponry (Ex): form 3 natural attacks w/ P,B or S dam
 Ooze Empathy (Ex): alter attitude of oozes
 Damage Reduction (Ex): DR 8/slashing
 Track: +1vl/2 Survival to track
 Clinging Ooze (Ex): cmlb 10'
 Trackless Step: Cannot be tracked

Race: Nymph (fey) (New Pathfinder Races)
 Blinding Beauty: Fortitude save or blinded (1/day)
 Unearthly Grace: +2 AC vs humanoid foes
 Confidence: +2 Will saves
 Charming Glance: Charm Person cast with eyes (2/day)
 Low-light Vision
 Enhanced Fluidic Body: Increase to 1v times/day & reduce DC to maintain to 10
 Acidic Ooze: Morphic Weapons do add'l 1d6 acid dam
 Thinning Agent: Morphic Weapons do 1d4 bleed dam/rnd
 Nauseous Aura: adjacent foes make Fort save or nauseated (at will)
 Nauseous Attack: Hit foe is nauseated for 1d6 rnds; Fort save halves
 Nauseated: No attacks, spells or skill checks. Only move.

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	60
<input checked="" type="checkbox"/> ACROBATICS *	DEX	8	1	4	3	
<input type="checkbox"/> APPRAISE	INT	2		2		
<input type="checkbox"/> BLUFF	CHA	7		7		
<input checked="" type="checkbox"/> CLIMB *	STR	4	1	0	3	
<input checked="" type="checkbox"/> CRAFT:	INT	6	1	2	3	
<input type="checkbox"/> DIPLOMACY	CHA	7		7		
<input type="checkbox"/> DISABLE DEVICE *	DEX			4		
<input type="checkbox"/> DISGUISE	CHA	7		7		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	4		4		
<input checked="" type="checkbox"/> FLY *	DEX	8	1	4	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	11	1	7	3	
<input type="checkbox"/> HEAL	WIS	0		0		
<input type="checkbox"/> INTIMIDATE	CHA	17	10	7		
<input checked="" type="checkbox"/> KN: (nature)	INT	11	6	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	8	6	2		
<input checked="" type="checkbox"/> PERCEPTION	WIS	13	10	0	3	
<input type="checkbox"/> PERFORM:	CHA	7		7		
<input checked="" type="checkbox"/> PROF:	WIS	4	1	0	3	
<input checked="" type="checkbox"/> RIDE *	DEX	8	1	4	3	
<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	17	10	4	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	4	1	0	3	
<input checked="" type="checkbox"/> SWIM *	STR	13	10	0	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			7		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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			10	
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR nanocrystallites +2 internalized within body grant hardness 5	5		0	0		10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
natural ooze attacks (x2) +2	+10+2	1d6+2+1d6 acid	20,x2		S,P,B		+1d4 bleed/rnd
dagger (melee)	+10	1d4	19-20,x2		S	1.0	
dagger (thrown)	+14	1d4	19-20,x2	10	P	1.0	

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Shifter Aspects:			
Protoplasmic Blob (lvl times/day for lvl hours; hourly Fort save DC 10 to maintain)			
immune to critical hits & sneak attack & flanking			
no magic item slots, no armor; no cast spells; hold objects; speak; or use any magic item			
as Beast Shape I: climb 30', fly 30' (average maneuverability), swim 30',			
darkvision 60 feet, low-light vision, and scent.			
+2 Str & +2 Natural AC			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	nanocrystallites +1 internalized within body grant hardness 5			
	nanocrystallites +1 internalized within body grant attack +1, dam +1			
	daggers			

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			

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
12.0	0.0	0.0		12.0

TREASURE CARRIED						
%	TREASURE					WEIGHT

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100	N	100	200	500
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>			MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>