

Yo'lbars
 CHARACTER: Lynx Lamia medium female
 RACE & LA: Lynx Lamia medium female
 AGE: 23 Alignment: Chaotic Neutral Deity: Count Ranalc the Traitor (TFW 18)
 Hebeloma
 PLAYER: 4'10" 280 lbs black golden fair
 HEIGHT WEIGHT HAIR EYES SKIN
 Backar Forest, Molthune (Lands of Conflict 37)
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Abyssal, Druidic



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

| ABILITY SCORE | TOTAL | MOD | BASE | ENHANCE | MISC | TEMP |
|---------------|-------|-----|------|---------|------|------|
| STR | 18 | 4 | 16 | 2 | | |
| DEX | 16 | 3 | 14 | 2 | | |
| CON | 18 | 4 | 18 | | | |
| INT | 10 | 0 | 10 | | | |
| WIS | 10 | 0 | 10 | | | |
| CHA | 12 | 1 | 12 | | | |

| 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 | | | 15 | FAVORED CLASS | | Shifter | TOTALS | | 1 | 4 | 1 | 2 | 2 | 0 | 1 |

ABILITY SCORE & RACIAL NOTES

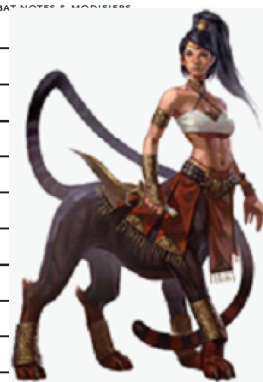
CONDITIONS & MISCELLANEOUS TRACKING

| ATTACKS & DEFENSE | | | | | | | | | | |
|-------------------|-------|-------|--------|-----|------|-------|---------|---------|------|------|
| ARMOR CLASS | TOTAL | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
| AC | 21 | -10+ | 6 | 2 | 3 | | | | | |
| TOUCH | 13 | -10+ | | | 3 | | | | | |
| FLAT-FOOT | 18 | -10+ | 6 | 2 | 0 | | | | | |

| SAVING THROWS | | | | | | |
|---------------|-------|------------|---------|---------|------|------|
| | TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |
| FORT | 6 | 2 | 4 | | | |
| REF | 5 | 2 | 3 | | | |
| WILL | 0 | 0 | 0 | | | |

| ATTACKS | | | | | | |
|---------------|-------|-------------------|------|---------|------|------|
| | TOTAL | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC |
| MELEE | 5 | 1 | | 4 | | |
| RANGED | 4 | 1 | | 3 | | |
| CMB | 5 | 1 | STR | 4 | | |
| CMD | 18 | -10+ | B1B | 0 | 7 | DEX |

ARMOR CHECK PENALTY: -3
 MAXIMUM DEX: 4
 SPELL FAILURE: 40%



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

Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod
 Race: Lynx Lamia (New Pathfinder Races) (monstrous humanoid)
 Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks
 Very Fast Speed: 50'; Darkvision 60'
 Armor Prof: Light & Medium Armor, Shields (no metal)
 Quadraped: four legs & two arms; +4 CMD vs trip
 Shifter Aspect (Su): Tiger (see below)
 Beguiling Liar: +4 Bluff when lying
 Minor Form: (3 + shifter lvl minutes/day)
 Power Attack: trade -1 to hit for +2 damage
 Shifter Claws (Su): 2 claw attacks
 Wild Empathy (Ex): Improve attitude of wild animal

| SKILLS | | | | | |
|---|-------|-------|---------|---------|------|
| | TOTAL | RANKS | ABILITY | TRAINED | MISC |
| <input checked="" type="checkbox"/> Acrobatics | 0 | | DEX | 3 | |
| <input type="checkbox"/> Appraise | 0 | | INT | 0 | |
| <input type="checkbox"/> Bluff | 1 | | CHA | 1 | |
| <input checked="" type="checkbox"/> Climb | 1 | | STR | 4 | |
| <input checked="" type="checkbox"/> Craft | 0 | | INT | 0 | |
| <input type="checkbox"/> Diplomacy | 1 | | CHA | 1 | |
| <input type="checkbox"/> Disable Device | | | DEX | 3 | |
| <input type="checkbox"/> Disguise | 1 | | CHA | 1 | |
| <input checked="" type="checkbox"/> Escape Artist | 0 | | DEX | 3 | |
| <input checked="" type="checkbox"/> Fly | 0 | | DEX | 3 | |
| <input checked="" type="checkbox"/> Handle Animal | | | CHA | 1 | |
| <input type="checkbox"/> Heal | 0 | | WIS | 0 | |
| <input type="checkbox"/> Intimidate | 1 | | CHA | 1 | |
| <input checked="" type="checkbox"/> Kn: (nature) | 4 | 1 | INT | 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 | 4 | 1 | WIS | 0 | 3 |
| <input type="checkbox"/> Perform | 1 | | CHA | 1 | |
| <input checked="" type="checkbox"/> Prof: | | | WIS | 0 | |
| <input checked="" type="checkbox"/> Ride | 0 | | DEX | 3 | |
| <input type="checkbox"/> Sense Motive | 0 | | WIS | 0 | |
| <input type="checkbox"/> Sleight of Hand | | | DEX | 3 | |
| <input type="checkbox"/> Spellcraft | | | INT | 0 | |
| <input checked="" type="checkbox"/> Stealth | 4 | 1 | DEX | 3 | 3 |
| <input checked="" type="checkbox"/> Survival | 4 | 1 | WIS | 0 | 3 |
| <input checked="" type="checkbox"/> Swim | 1 | | STR | 4 | |
| <input type="checkbox"/> Use Magic Device | | | CHA | 1 | |
| <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: 0 / 2,000
 SLOW MEDIUM FAST
SPEED 50
INIT 3 = 3 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 Ironwood Breastplate | 6 | 4 | -2 | 25 | Med | 30.0 |
| SHIELD Ironwood Shield | 2 | | -1 | 15 | | 10.0 |

| WEAPON NAME & DESCRIPTION | ATTACK MODIFIERS | DAMAGE | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES |
|---------------------------|------------------|--------|----------|-------|------|--------|--------------|
| claws (x2) | +5 | 1d4+4 | 20,x2 | | S,P | | |
| dagger (melee) | +5 | 1d4+4 | 19-20,x2 | | S | 1.0 | |
| dagger (thrown) | +4 | 1d4 | 19-20,x2 | 10 | P | 1.0 | |
| scimitar | +5 | 1d6+4 | 18-20/x2 | | S | 4.0 | |

