

Boyo'gli
 CHARACTER
Gathlain small female
 RACE & LA SIZE GENDER
 52 Neutral Green Mother (The First World 20)
 AGE ALIGNMENT DEITY
 LANGUAGES: Sylvan, Common, Druidic, Auran

Hebeloma
 PLAYER
 3'2" 34 lbs silver maple red oak sycamore
 HEIGHT WEIGHT HAIR EYES SKIN
 Maharev Jungle, Qadira (Qadira, Jewel of the East p. 38)
 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	10			
DEX	22	6	18	2	2	
CON	14	2	16	-2		
INT	12	1	12			
WIS	10	0	10			
CHA	16	3	14	2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
57	52	5	Shifter	5	25	5	4	4	1	5	
TOTAL HP			TOTALS		5	25	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
AC	23	-10+	4	0	6	1	1		1	
TOUCH	18	-10+			6	1			1	
FLAT-FOOT	17	-10+	4	0	0	1	1		1	

SKILLS RANKS TOTAL 25

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	10	1	6	3	
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	3		3		
<input checked="" type="checkbox"/> CLIMB	STR	4	1	0	3	
<input checked="" type="checkbox"/> CRAFT	INT	5	1	1	3	
<input type="checkbox"/> DIPLOMACY	CHA	3		3		
<input type="checkbox"/> DISABLE DEVICE	DEX			6		
<input type="checkbox"/> DISGUISE	CHA	3		3		
<input type="checkbox"/> ESCAPE ARTIST	DEX	6		6		
<input checked="" type="checkbox"/> FLY	DEX	16	5	6	3	2
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	7	1	3	3	
<input type="checkbox"/> HEAL	WIS	0		0		
<input type="checkbox"/> INTIMIDATE	CHA	3		3		
<input checked="" type="checkbox"/> KN: (nature)	CHA	9	5	1	3	
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	8	5	0	3	
<input type="checkbox"/> PERFORM	CHA	3		3		
<input checked="" type="checkbox"/> PROF:	WIS			0		
<input checked="" type="checkbox"/> RIDE	DEX	6		6		
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			6		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input checked="" type="checkbox"/> STEALTH	DEX	18	5	6	3	4
<input checked="" type="checkbox"/> SURVIVAL	WIS	4	1	0	3	
<input checked="" type="checkbox"/> SWIM	STR	0		0		
<input type="checkbox"/> USE MAGIC DEVICE	CHA			3		
<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	6	4	2			
REF	10	4	6			
WILL	1	1	0			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	5		0	1	
RANGED	12	5		6	1	
CMB	10	5	DEX	6	1	-2
CMD	20	-10+	B5B	0	6	-2

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

Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod
 Race: Gathlain (fey) (B4; 122; UW: 9)
 Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks
 Small +1 AC; +1 attack; -1 CMB; -1 CMD; +2 fly; +4 Stealth
 Armor Prof: Light & Medium Armor, Shields (no metal)
 Fly (40'; poor maneuverability)
 Shifter Aspect (Su): Owl, Bat (see below)
 Low Light Vision
 Minor Form: (3 + shifter lvl minutes/day)
 Natural Armor Class +1
 Shifter Claws (Su): 2 claw attacks
 Spell-Like Abilities: entangle, feather step (1/day)
 Wild Empathy (Ex): Improve attitude of wild animal
 Symbiotic Resilience: Instead of Paralyzed, Asleep or Stunned; Staggered
 Defensive Instinct: +WisMod/2 to AC if no metal armor +1
 Advanced Gathlain Magic: wood meld & wood shape (1/day)
 Track: +lvl/2 Survival to track
 Green Tongue: Speak w/ Plants (1/day)
 Shifter Claws: ignore DR/cold iron & DR/silver
 Woodland Stride: move through underbrush at speed w/o damage
 Wild Shape: Use Shifter Major Aspect lvl hrs/day (1/day)
 Trackless Step: Cannot be tracked

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 15,000 / 23,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30	40			
INIT	6	=	6	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 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)	+6	1d4	20,x2		S,P		
dagger (melee)	+16	1d3	19-20,x2		S	1.0	
dagger (thrown)	+12	1d3	19-20,x2	10	P	1.0	
scythe	+6	1d6	20,x4		S,P	7.0	
sling +1	+12+1	1d3+1	20,x2	50	B	1.0	

