

**Kiyik**  
 CHARACTER  
**Ghoran** medium female  
 RACE & LA SIZE GENDER  
 44 Neutral Magdh the Three (The First World 28)  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Sylvan, Common, Druidic, Celestial

**Hebeloma**  
 PLAYER  
 5'8" 160 lbs leaf green black leaf green  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Border Woods, Taldor (Taldor, The First Empire p. 47)  
 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>    | 20    | 5   | 18   |         | 2    |      |
| <b>DEX</b>    | 10    | 0   | 10   |         |      |      |
| <b>CON</b>    | 18    | 4   | 16   | 2       |      |      |
| <b>INT</b>    | 10    | 0   | 12   | -2      |      |      |
| <b>WIS</b>    | 13    | 1   | 13   |         |      |      |
| <b>CHA</b>    | 16    | 3   | 14   | 2       |      |      |

| 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         |     |       |        |      |     |      |        |
| 67         |           |    | 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>         | 20    | -10+  | 5      | 1   | 0    |       | 2       |         | 2    |      |
| <b>TOUCH</b>      | 12    | -10+  |        |     | 0    |       |         |         | 2    |      |
| <b>FLAT-FOOT</b>  | 20    | -10+  | 5      | 1   | 0    |       | 2       |         | 2    |      |

| SKILLS  |       |         |         |      | RANKS TOTAL |
|---|-------|---------|---------|------|-------------|
| TOTAL   | RANKS | ABILITY | TRAINED | MISC | 20          |
| <input checked="" type="checkbox"/> ACROBATICS    | DEX   | 2       | 1       | 0    | 3           |
| <input type="checkbox"/> APPRAISE                 | INT   | 0       |         | 0    |             |
| <input type="checkbox"/> BLUFF                    | CHA   | 3       |         | 3    |             |
| <input checked="" type="checkbox"/> CLIMB         | STR   | 7       | 1       | 5    | 3           |
| <input checked="" type="checkbox"/> CRAFT         | INT   | 0       |         | 0    |             |
| <input type="checkbox"/> DIPLOMACY                | CHA   | 3       |         | 3    |             |
| <input type="checkbox"/> DISABLE DEVICE           | DEX   |         |         | 0    |             |
| <input type="checkbox"/> DISGUISE                 | CHA   | 3       |         | 3    |             |
| <input checked="" type="checkbox"/> ESCAPE ARTIST | DEX   | -2      |         | 0    |             |
| <input checked="" type="checkbox"/> FLY           | DEX   | -2      |         | 0    |             |
| <input checked="" type="checkbox"/> HANDLE ANIMAL | CHA   | 7       | 1       | 3    | 3           |
| <input type="checkbox"/> HEAL                     | WIS   | 1       |         | 1    |             |
| <input type="checkbox"/> INTIMIDATE               | CHA   | 3       |         | 3    |             |
| <input checked="" type="checkbox"/> KN: (nature)  | INT   | 8       | 5       | 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   | 9       | 5       | 1    | 3           |
| <input type="checkbox"/> PERFORM                  | CHA   | 3       |         | 3    |             |
| <input checked="" type="checkbox"/> PROF:         | WIS   |         |         | 1    |             |
| <input checked="" type="checkbox"/> RIDE          | DEX   | -2      |         | 0    |             |
| <input type="checkbox"/> SENSE MOTIVE             | WIS   | 1       |         | 1    |             |
| <input type="checkbox"/> SLEIGHT OF HAND          | DEX   |         |         | 0    |             |
| <input type="checkbox"/> SPELLCRAFT               | INT   |         |         | 0    |             |
| <input checked="" type="checkbox"/> STEALTH       | DEX   | 6       | 5       | 0    | 3           |
| <input checked="" type="checkbox"/> SURVIVAL      | WIS   | 5       | 1       | 1    | 3           |
| <input checked="" type="checkbox"/> SWIM          | STR   | 7       | 1       | 5    | 3           |
| <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 |  |
| <b>FORT</b>   | 8          | 4       | 4       |      |      |  |
| <b>REF</b>    | 4          | 4       | 0       |      |      |  |
| <b>WILL</b>   | 2          | 1       | 1       |      |      |  |

| ATTACKS       |                   |      |         |      |      |  |
|---------------|-------------------|------|---------|------|------|--|
| TOTAL         | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC |  |
| <b>MELEE</b>  | 10                |      | 5       |      |      |  |
| <b>RANGED</b> | 5                 |      | 5       |      |      |  |
| <b>CMB</b>    | 10                | 5    | STR     | 5    |      |  |
| <b>CMD</b>    | 20                | -10+ | B5B     | 0    | 5    |  |



**FEATS & FEATURES**

| CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES  |  |
|---|--|
| Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod   | Race: Ghoran (plant) (B5-119; PRG:UW-15)   |
| Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks | Natural Armor +2   |
| Armor Prof: Light & Medium Armor, Shields (no metal)  | Delicious -2 Escape Artist & CMD vs bite & grab  |
| Shifter Aspect (Su): Stag, Wolf (see below)   | Natural Magic detect poison, goodberry, purify food & drink (1/day)  |
| Minor Form: (3 + shifter lvl minutes/day)   | Ghorus Seed: seed sprouts in 2d6 days w/ new Ghoran & redistribute skill points (original dies upon new sprouting) |
| Shifter Claws (Su): 2 claw attacks  | Light Dependent: 1d4 Con damage/day w/o sunlight   |
| Wild Empathy (Ex): Improve attitude of wild animal  | Past-Life Knowledge: All knowledge skills are class skills   |
| Defensive Instinct: +WisMod/2 to AC if no metal armor +1  | Inner Light - Cast daylight (1/day)  |
| Track: +lv/2 Survival to track  | Power Attack: trade +2 attack for +4 damage  |
| Shifter Claws: ignore DR/cold iron & DR/silver  | Cleave: If successful hit, second attack   |
| 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   |  |

**ARMOR & WEAPONS**

| ARMOR NAME & DESCRIPTION   | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
|----------------------------|----------|---------|---------|------------|------|--------|
| ARMOR bark hide armor +1   | 5        | 4       | -1      | 20         | Med  | 20.0   |
| SHIELD shield light wooden | 1        |         | -1      | 5          | Lt   | 5.0    |

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

| EXPERIENCE                    |  | BASE                          | FLY    | SWIM    | CLIMB  | MISC     |
|-------------------------------|--|-------------------------------|--------|---------|--------|----------|
| SLOW <input type="checkbox"/> | MEDIUM <input checked="" type="checkbox"/> | FAST <input type="checkbox"/> | 15,000 | /       | 23,000 |          |
| <b>SPEED</b>                  |  | 30                            |        |         |        |          |
| <b>INIT</b>                   | 0  | =                             | 0      | DEX MOD | +      | MISC MOD |
| <b>HERO</b>                   |  |                               |        |         |        |          |
| <b>SR</b>                     |  |                               |        |         |        |          |
| <b>DR</b>                     |  |                               |        |         |        |          |
| <b>RESISTANCES</b>            |  |                               |        |         |        |          |
| <b>POOL POINTS</b>            |  |                               |        |         |        |          |

