

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
STR	22	6	18		4	
DEX	10	0	10			
CON	18	4	16	2		
INT	10	0	12	-2		
WIS	13	1	13			
CHA	16	3	14	2		

HITPOINTS				CLASS RECORDER												
CURRENT HP	HP GAINED	HD		CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
132	122	10		Shifter	10	40	10	7	7	3	10					
TOTAL HP				132	FAVORED CLASS		Shifter	TOTALS		10	40	10	7	7	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	6	1	0		2		3	
TOUCH	13	-10+			0				3	
FLAT-FOOT	22	-10+	6	1	0		2		3	

ARMOR CHECK PENALTY **-2**
 MAXIMUM DEX **4**
 SPELL FAILURE **25%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	11	7	4			
REF	7	7	0			
WILL	4	3	1			

COMBAT NOTES & MODIFIERS
 second attack @ +5 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	16	10		6		
RANGED	10	10		0		
CMB	16	10	STR	6		
CMD	26	-10+	10	0	6	

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, Bear (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 @ 1d6
 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 +2
 Inner Light - Cast daylight (1/day)
 Track: +lv/2 Survival to track
 Power Attack: trade -3 attack for +6 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
 Great Cleave: Keep attacking until miss
 Wild Shape: Use Shifter Major Aspect lvl hrs/day (4/day)
 Improved Critical - scimitar
 Trackless Step: Cannot be tracked
 Chimeric Aspect: Minor Form of two aspects at once

SKILLS				RANKS TOTAL	40
TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> Acrobatics	DEX	4	3	0	3
<input checked="" type="checkbox"/> Appraise	INT	0		0	
<input checked="" type="checkbox"/> Bluff	CHA	3		3	
<input checked="" type="checkbox"/> Climb	STR	8	1	6	3
<input checked="" type="checkbox"/> Craft	INT	0		0	
<input checked="" 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 checked="" type="checkbox"/> Heal	WIS	1		1	
<input checked="" type="checkbox"/> Intimidate	CHA	3		3	
<input checked="" type="checkbox"/> Kn: (nature)	INT	13	10	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	14	10	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	11	10	0	3
<input checked="" type="checkbox"/> Survival	WIS	8	4	1	3
<input checked="" type="checkbox"/> Swim	STR	8	1	6	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				

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

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 0 = 0 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 bark hide armor +2	6	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)	+16	1d6+6	20,x2		S,P		
dagger (melee)	+16	1d4+6	19-20,x2		S	1.0	
dagger (thrown)	+10	1d4	19-20,x2	10	P	1.0	
scimitar +2	+16+2	1d6+6+2	15-20/x2		B	4.0	

