

Qurbaga  
 CHARACTER  
 Vine Leshy small male  
 RACE & LA SIZE GENDER  
 11 Neutral Shyka the Many (The First World 34)  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Sylvan, Common, Druidic

Hebeloma  
 PLAYER  
 2'2" 27 lbs leafy green yellow bark brown  
 HEIGHT WEIGHT HAIR EYES SKIN  
 The Fangwood, Nirmathas (Lands of Conflict 25)  
 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>	14	2	14			
<b>DEX</b>	22	6	18		4	
<b>CON</b>	18	4	16	2		
<b>INT</b>	10	0	12	-2		
<b>WIS</b>	12	1	10	2		
<b>CHA</b>	10	0	10			

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
<b>AC</b>	25	-10+	5	0	6	1			3	
<b>TOUCH</b>	20	-10+			6	1			3	
<b>FLAT-FOOT</b>	19	-10+	5	0	0	1			3	

ARMOR CHECK PENALTY: 0  
 MAXIMUM DEX: 6  
 SPELL FAILURE: 10%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	11	7	4			
<b>REF</b>	13	7	6			
<b>WILL</b>	4	3	1			

COMBAT NOTES & MODIFIERS  
 second attack @ +5 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	13	10		2	1	
<b>RANGED</b>	17	10		6	1	
<b>CMB</b>	15	10	DEX	6	1	-2
<b>CMD</b>	27	-10+	10	0	8	-2

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	19	10	6	3	
<input type="checkbox"/> APPRAISE	INT	0		0		
<input type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB	STR	17	10	2	3	2
<input checked="" type="checkbox"/> CRAFT	INT	0		0		
<input type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE	DEX			6		
<input type="checkbox"/> DISGUISE	CHA	0		0		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	6		6		
<input checked="" type="checkbox"/> FLY	DEX	6		6		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	4	1	0	3	
<input type="checkbox"/> HEAL	WIS	1		1		
<input type="checkbox"/> INTIMIDATE	CHA	0		0		
<input checked="" type="checkbox"/> KN: (nature)	INT	4	1	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	10	6	1	3	
<input type="checkbox"/> PERFORM	CHA	0		0		
<input checked="" type="checkbox"/> PROF:	WIS			1		
<input checked="" type="checkbox"/> RIDE	DEX	6		6		
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			6		
<input type="checkbox"/> SPELLCRAFT	INT			0		
<input checked="" type="checkbox"/> STEALTH	DEX	23	10	6	3	4
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3	
<input checked="" type="checkbox"/> SWIM	STR	6	1	2	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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

Class: Shifter (UW: 26) HD: d10; skills 4 + Int Mod  
 Race: Vine Leshy (plant) (UW: 20)  
 Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear & natural attacks  
 Small +1 AC; +1 attack; -1 CMB; -1 CMD; +4 Stealth  
 Low Light Vision; Darkvision 60'  
 Armor Prof: Light & Medium Armor, Shields (no metal)  
 Pass without Trace: as a constant spell-like ability  
 Shifter Aspect (Su): Frog, Monkey, Mouse (see below)  
 Change Shape: transform into vines, as tree shape (at will)  
 Minor Form: (3 + shifter lvl minutes/day)  
 Plantspeech: as continual speak with plants (vines only)  
 Shifter Claws (Su): 2 claw attacks @ 1d4  
 Verdant Burst: when slain, all w/in 30' gain 1d8 hp  
 Wild Empathy (Ex): Improve attitude of wild animal  
 Unassuming Foliage: +4 Stealth in forests  
 Defensive Instinct: +WisMod/2 to AC if no metal armor +2  
 Climber: +2 Climb  
 Track: +1vl/2 Survival to track  
 Climbing Vine - climb speed 10'  
 Shifter Claws: ignore DR/cold iron & DR/silver  
 Weapon Finesse: May use Dex Mod instead of Str Mod  
 Woodland Stride: move through underbrush at speed w/o damage  
 Shifter's Edge: Add lvl to Claw damage  
 Wild Shape: Use Shifter Major Aspect lvl hrs/day (4/day)  
 Improved Natural Attacks +1 size category to claws (1d6)  
 Trackless Step: Cannot be tracked  
 Improved Critical - Claws - double critical threat range  
 Chimeric Aspect: Minor Form of two aspects at once

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR spider silk body suit +2	5	6	0	10	Lt	0.3
SHIELD						

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
20				10	

INIT 6 = 6 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2) +2	+13+2	1d6+6+2+10	19-20,x2		S,P		
dagger (melee)	+13	1d3+2	19-20,x2		S	1.0	
dagger (thrown)	+17	1d3	19-20,x2	10	P	1.0	
sling	+17	1d3	20,x2	50	B		
spear (melee)	+17	1d6+3	20,x3	20	P	5.0	

