

**Yo'lbars**  
**CHARACTER**  
**Lynx Lamia** medium female  
RACE & LA SIZE GENDER  
**23** Chaotic Neutral Count Ralanc the Traitor (TFW 18)  
AGE ALIGNMENT DEITY  
LANGUAGES: Common, Abyssal, Druidic

**Hebeloma**  
**PLAYER**  
**4'10"** 280 lbs black golden fair  
HEIGHT WEIGHT HAIR EYES SKIN  
Backar Forest, Molthune (Lands of Conflict 37 )  
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>	22	6	16	2	4	
<b>DEX</b>	16	3	14	2		
<b>CON</b>	18	4	18			
<b>INT</b>	10	0	10			
<b>WIS</b>	10	0	10			
<b>CHA</b>	12	1	12			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
<b>132</b>	122	10	Shifter	10	40	10	7	7	3	10	
<small>NONLETHAL HP DAM</small> <small>TEMPORARY HP</small>											
<b>TOTAL HP</b>	132	<b>FAVORED CLASS</b>	Shifter	<b>TOTALS</b>	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+	8	2	3				2	
<b>TOUCH</b>	15	-10+			3				2	
<b>FLAT-FOOT</b>	22	-10+	8	2	0				2	

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	11	7	4			
<b>REF</b>	10	7	3			
<b>WILL</b>	3	3	0			

second attack @ +5 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b> <small>ATTACK MODIFIER</small>	16	10		6		
<b>RANGED</b> <small>ATTACK MODIFIER</small>	13	10		3		
<b>CMB</b>	16	10	STR	6		
<b>CMD</b>	29	-10+	10	0	9	

SKILLS			RANKS		TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	9	6	3	3
<input type="checkbox"/> APPRAISE	INT	0		0	
<input type="checkbox"/> BLUFF	CHA	1		1	
<input checked="" type="checkbox"/> CLIMB	STR	7	1	6	3
<input checked="" type="checkbox"/> CRAFT	INT	0		0	
<input type="checkbox"/> DIPLOMACY	CHA	1		1	
<input type="checkbox"/> DISABLE DEVICE	DEX			3	
<input type="checkbox"/> DISGUISE	CHA	1		1	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	0		3	
<input checked="" type="checkbox"/> FLY	DEX	0		3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	5	1	1	3
<input type="checkbox"/> HEAL	WIS	0		0	
<input type="checkbox"/> INTIMIDATE	CHA	1		1	
<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	13	10	0	3
<input type="checkbox"/> PERFORM	CHA	1		1	
<input checked="" type="checkbox"/> PROF:	WIS			0	
<input checked="" type="checkbox"/> RIDE	DEX	0		3	
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3	
<input type="checkbox"/> SPELLCRAFT	INT			0	
<input checked="" type="checkbox"/> STEALTH	DEX	13	10	3	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	4	1	0	3
<input checked="" type="checkbox"/> SWIM	STR	7	1	6	3
<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				

**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)	Quadruped: four legs & two arms; +4 CMD vs trip
Shifter Aspect (Su): Tiger, Bear, Bull (see below)	Beguiling Liar: +4 Bluff when lying
Minor Form: (3 + shifter lvl minutes/day)	Power Attack: trade -2 to hit for +4 damage
Shifter Claws (Su): 2 claw attacks @ 1d6	Cleave: If successful hit, second attack
Wild Empathy (Ex): Improve attitude of wild animal	Great Cleave: Continue attacking adjacent foes until miss
Defensive Instinct: +WisMod/2 to AC if no metal armor +2	Improved Critical - scimitar - double threat range
Track: +lv/2 Survival to track	Critical Focus - +4 to confirm criticals
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 (4/day)	
Trackless Step: Cannot be tracked	
Chimeric Aspect: Minor Form of two aspects at once	

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** **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 +2	8	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)	+16	1d6+6	20,x2		S,P		
dagger (melee)	+16	1d4+6	19-20,x2		S	1.0	
dagger (thrown)	+13	1d4	19-20,x2	10	P	1.0	
scimitar +2	+16+2	1d6+6+2	15-20/x2		S	4.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Shifter Aspects:		
Tiger: Minor Form: +4 Dexterity		
Major Form: Dire Tiger (B 265) move 40'; lowlight vision, scent 30' bite +18 2d6+8/19-20; claw +18 2d4+8; grab; pounce; +4 Stealth		
AC 17; Str 27 Dex 15 Con 17 Int 2 Wis 12 Cha 10		
Bear: Minor Form: +4 Constitution		
Major Form: dire bear (Bestiary 31) lowlight vision; scent 30'; improved claws		
Bull: Minor Form: +4 Strength		
Major: Large Bull (cattle, UW 179), lowlight vision, scent + gore (1d8); powerful charge (+1d8 gore); trample		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
☞	ITEM	QTY / USES	WGT N/A WEIGHT
	Ironwood Breastplate +2		
	Ironwood Shield		
	daggers		
	scimitar +2		

EQUIPMENT & MAGIC ITEMS			
☞	ITEM	QTY / USES	WGT N/A WEIGHT

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
☞	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

  

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

  

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
46.0	0.0	0.0		46.0

TREASURE CARRIED					
☞	TREASURE	WEIGHT			

  

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
176	352	528	N	528	1056	2640
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

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