

Son Goku

Character Name
Master of Many Forms 10, Ranger 2
CLASS
12 (12)
66000 / 78000
Character Level (CR) EXP/NEXT LEVEL

Player Name
Human / Outsider
RACE
0
Male
AGE
GENDER

Deity
Medium / 5 ft.
SIZE / FACE
0' 0" / 0 lbs.
HEIGHT / WEIGHT
VISION

Custom Campaign
Chaotic Good
Alignment
Darkvision (60 ft.)
Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	132	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED												
STR Strength	16	+3	16	+3			AC armor class	23	21	23	10	0	0	2	0	0	0	0	0	0	0	0	0	11
DEX Dexterity	14	+2	14	+2			INITIATIVE modifier	+2	+2	+0		0	+0	0										
CON Constitution	16	+3	16	+3			Encumbrance		Light															
INT Intelligence	18	+4	18	+4																				
WIS Wisdom	21	+5	21	+5																				
CHA Charisma	18	+4	18	+4																				
SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP																	
FORTITUDE (constitution)	+10	+10	+3	+0	-3	+0																		
REFLEX (dexterity)	+12	+10	+2	+0	+0	+0																		
WILL (wisdom)	+8	+3	+5	+0	+0	+0																		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+12/+7	+9/+4	+3	+0	+0	0	
RANGED attack bonus	+9/+4	+9/+4	+2	+0	-2	0	
GRAPPLE attack bonus	+12/+7	+9/+4	+3	+0	+0	+0	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Special Properties:	+12/+7	1d10+3	20/x2	5 ft.

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Battle Dancer's Anklet, Monk		+4	+0	0	
These decorative anklets grant you the unarmed damage and AC bonus of a 5 level Battle Dancer. If you already possess one or more of these abilities they are increased by 5 levels.					

Druid Wildshape	Uses per day	□□□□□ □□□□□ □□□□□ □
Duration = 25 Hours		

TOTAL SKILLPOINTS: 126		SKILLS		MAX RANKS: 15/7.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Appraise	INT	4	=	4	
✓ Balance	DEX	2	=	2	
✓ Bluff	CHA	11	=	4 + 7	
✓ Climb	STR	3	=	3	
✓ Concentration	CON	3	=	3	
✓ Craft (Untrained)	INT	4	=	4	
✓ Diplomacy	CHA	6	=	4 + 2	
✓ Disguise	CHA	47	=	4 + 15 + 28	
✓ Disguise (Act in character)	CHA	49	=	4 + 15 + 30	
✓ Escape Artist	DEX	2	=	2	
✓ Forgery	INT	4	=	4	
✓ Gather Information	CHA	4	=	4	
✓ Handle Animal	CHA	19	=	4 + 15	
✓ Heal	WIS	5	=	5	
✓ Hide	DEX	17	=	2 + 15	
✓ Intimidate	CHA	6	=	4 + 2	
✓ Jump	STR	7	=	3 + 4	
Knowledge (Arcana)	INT	19	=	4 + 15	
Knowledge (Nature)	INT	21	=	4 + 15 + 2	
✓ Knowledge (Untrained)	INT	4	=	4	
✓ Listen	WIS	7	=	5 + 2	
✓ Move Silently	DEX	2	=	2	
✓ Ride	DEX	4	=	2 + 2	
✓ Search	INT	4	=	4	
✓ Sense Motive	WIS	10	=	5 + 5	
✓ Spot	WIS	7	=	5 + 2	
✓ Survival	WIS	20	=	5 + 15	
✓ Survival (Natural environments)	WIS	22	=	5 + 15 + 2	
✓ Swim	STR	26	=	3 + 15 + 8	
✓ Swim (Avoid taking nonlethal fatigue damage)	STR	30	=	3 + 15 + 12	
✓ Use Rope	DEX	2	=	2	
					= + +
					= + +

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Hat of Disguise	Equipped	1	0 / 1,800		
This apparently normal hat allows its wearer to alter her appearance as with a disguise self spell (PH p222) (make yourself and equipment look different - 1 foot shorter or taller, thinner or fatter). As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on. Faint illusion; CL 1st					
Bloodhound's Frustration	Equipped	1	0 / 3,000		
Signet Ring (Skill Bonus (Competence) (Disguise +8))	Equipped	1	0 / 6,405		
Each signet ring has a distinctive design carved into it. When you press this ring into warm sealing wax, you leave an identifying mark., Competence bonus to selected skill of Disguise +8					
Belt, Monk's	Equipped	1	1 / 13,000		
This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th					
Skin of Kaletor	Equipped	1	0 / 12,000		
Wilding Clasp	Equipped	4	0 (0) / 4,000 (16,000)		
This 3-inch-long gold chain has a clasp on each end. A wilding clasp can be attached to any item worn on the body. When so worn, a clasp prevents the worn item from melding into your new form when you use wild shape (as long as the item could be reasonable worn by the new form). Thus, the item remains fully functional and can be used normally in your new form.					
Battle Dancer's Anklet, Monk	Equipped	1	0 / 13,000		
These decorative anklets grant you the unarmed damage and AC bonus of a 5 level Battle Dancer. If you already possess one or more of these abilities they are increased by 5 levels.					
Headband (Skill Bonus (Competence) (Bluff +15))	Carried	1	0 / 22,500		
Competence bonus to selected skill of Bluff +15					
TOTAL WEIGHT CARRIED/VALUE		1.68 lbs.	87,705gp		
WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150
MONEY					
Coin (Platinum): 29[Equipped]					
Coin (Gold): 5[Equipped]					
Total= 295 gp					
MAGIC					
Languages					
Common, Draconic, Giant, Sylvan, Undercommon					
Other Companions					
Special Abilities					
Replace any non-matching alignment-based attacks that no longer match the creature's alignment with ones appropriate to their new alignment.					
Special Attacks					
Arcanist (Ex)		[CM]			
Gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.					
Special Qualities					
AC Bonus (Ex)		[PH]			
A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.					
Amphibious (Ex)		[MM]			
Creature can breathe both air and water.					
Philosopher (Knowledge (Arcana), Sense Motive)		[DMG2]			
A philosopher mentor is dedicated to the pursuit of knowledge. In a civilized area he might be a scholar or librarian, while in the wilderness he might be a shaman or nomad. A philosopher grants his apprentice a +2 competence bonus on Concentration checks and a +2 bonus on Will saving throws. Associated Skills: Knowledge (any one), Sense Motive.					
Aquatic Subtype		[MM]			
Aquatic creatures move in water without making Swim checks/ and breathe underwater					
Arcane Hunter		[CM]			
Rangers learn to track and hunt creatures of a certain type when choosing a favored enemy. Some rangers concern themselves less with what a creature is, and more with what it does. These rangers learn to identify signs of the arcane and make it their business to combat those who use arcane magic in opposition to their goals. Replaces: At 1st level, you do not select a favored enemy from Table 3-14 in the Player's Handbook. At 5th, 10th, 15th, and 20th level, you can choose favored enemies as normal. Benefit: At 1st level, you gain favored enemy (arcanists). This feature works just like the favored enemy ability (PH 47). The bonuses granted apply to any character capable of casting arcane spells or using invocations (but not other spell-like abilities).					
Champion of the Wild		[My]			

Replaces: To select this class feature, you must sacrifice your spellcasting ability. Benefit: You no longer gain spells as a ranger, but you can now select a bonus feat at 4th, 8th, 11th, and 14th levels. You can choose any feat from the following list for which you meet the prerequisites: Blind-Fight, Combat Expertise, Eyes in the Back of Your HeadCW, Improved Disarm, Improved Favored EnemyCW, Improved Feint, and Improved Trip, as well as from one of the following lists, depending on your combat style. Archery: Far Shot, Improved Precise Shot, Improved Rapid ShotCW, Manyshot, Point Blank Shot, Precise Shot, Ranged DisarmCW, Ranged PinCW, Ranged SunderCW, Sharp- ShootingCW, and Shot on the Run. Two-Weapon Combat: Greater Two-Weapon DefenseCW, Greater Two-Weapon Fighting, Improved Two-Weapon DefenseCW, Improved Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse. Special: A ranger who selects this path can no longer use scrolls, wands, or other magic items that require access to a spell list, unless he has another spellcasting class that grants access to the appropriate spells. Replace ranger spellcasting with bonus feats at 4th,8th, 11th, and 114h levels.		
Chaotic Subtype		[MM]
A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned		
Combat Style (Ex)		[PH]
At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor. You gain feats for a particular kind of combat.		
Darkvision (Ex)		[PH]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.		
Divine Minion (Monkey) (Su)		[My]
You are a divine minion of 0, granting the form of their favored animal(s)		
Evershifting Form		[CAD]
A 10th-level master of many forms has reached the pinnacle of her shapechanging abilities. She gains the shapechanger subtype and becomes immune to any transmutation effect unless she is willing to accept it. In addition, she no longer takes ability penalties for aging and is not subject to magical aging, though any aging penalties she already may have taken remain in place. Bonuses still accrue, and a master of many forms still dies of old age when her time is up.		
Extraordinary Wild Shape (Ex)		[CAD]
Extraordinary special qualities of any form she assumes.		
Extraplanar Subtype		[MM]
A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.		
Fast Movement (Ex)		[PH]
A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. For example, a human barbarian has a speed of 40 feet, rather than 30 feet, when wearing light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 30 feet. A halfling barbarian has a speed of 30 feet, rather than 20 feet, in light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 20 feet.		
Fast Wild Shape (Monkey) (Su)		[My]
A divine minion can wild shape as an 11th-level druid into one or more animal type forms that depend on the deity it serves (divine minions of Set also have a vermin form). The divine minion can use this ability at will, can change form as a free action, and can spend time in animal form indefinitely. They prefer to keep their shapechanging abilities secret so that they can use them to surprise their enemies in combat. Unlike a druid, minions can use this ability even if they're wearing metal armor.		
Fast Wild Shape (Ex)		[CAD]
Use wild shape as a move action.		
Favored Enemy (Ex)		[PH]
At 1st level, a ranger may select a type of creature from among those given on Table 3-14: Ranger Favored Enemies. Due to his extensive study on his chosen type of foe and training in the proper techniques for combating such creatures, the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. At 5th level and every five levels		

thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2. For example, a 5th-level ranger has two favored enemies; against one he gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage rolls, and against the other he has a +2 bonus. At 10th level, he has three favored enemies, and he gains an additional +2 bonus, which he can allocate to the bonus against any one of his three favored enemies. Thus, his bonuses could be either +4, +4, +2 or +6, +2, +2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy (for instance, devils are both evil outsiders and lawful outsiders), the ranger's bonuses do not stack; he simply uses whichever bonus is higher. See the Monster Manual for more information on types of creatures. +X on Bluff, Listen, Spot, Sense Motive, Survival checks and on Damage rolls involving this kind of creature. Starts at +2, and increases with each favored enemy.	
Fear Immunity (Su)	[My]
Divine minions are immune to fear effects.	
Meager Fortitude	[UA]
You are sickly and weak of stomach.	
Shaky	[UA]
You are relatively poor at ranged combat.	
Good Subtype	[MM]
A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned	
Human Racial Traits (Ex)	[PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Improved Wild Shape (Su)	[My]
Wider variety of forms for wild shape. (Humanoid,Giant,Monstrous Humanoid,Fey,Vermin,Aberation,Plant,Ooze,Elemental,Dragon) Ability to gain different size form. (Large,Tiny,Huge,Diminutive,Gargantuan) MMF levels stack with other wild shape classes for max hit dice of form. (25)	
Martial Weapons	[MM]
0 HD Outsider gains all Martial Weapon Proficiencies	
Outsider Type	[MM]
Outsiders breathe but do not sleep/eat (though they can if they wish). Outsiders' souls and bodies are one unit so cannot be restored to life by spells that restore souls to a body (requires a different effect such as a Wish or True Resurrection).	
Shifter's Speech (Ex)	[CAD]
May speak in wild shape form. May communicate with creatures of the same kind while in wild shape.	
Assume Quirk	[CS]
When impersonating a particular individual, you can eliminate the normal Spot bonus granted to a viewer familiar with that individual (PH 73). The effect extends to all viewers.	
Second Impression	[CS]
If an observer sees through you disguise with a successful Spot check, you can (as an immediate action) attempt a Bluff check to convince him that he's mistaken. Use the observer's Spot check result as the DC for your Bluff check; if you succeed, the observer ignores the evidence of his own senses in favor of what your disguise attempts to show. You must be aware of the observer's discovery in order to use this trick.	
Spells	[CW]
The ranger does not gain the ability to cast divine spells.	
Voice of the City (Ex)	[Ci]
Through a combination of body language, tone, and expression, the voice of the city can make herself understood by those who do not speak her language, and she can interpret their meaning the same way. Simple concepts that can be conveyed in a few words can be conveyed automatically. More complex concepts require her to make a roll: d20 + class level + Wisdom modifier or Charisma modifier. Roll only once per conversation. If she fails, she cannot try to communicate with that individual until she gained a level. The DC of the roll depends on creature type and how closely the individual's language is related to any of her own. If the individual uses the same alphabet, the DC is 20, if not, the DC is 30. The DC is increased by 5 if the speaker is fey, giant, or a monstrous humanoid; and 10 if the speaker is an elemental. If the target is trying to make himself understood, subtract 2 from the DC. If the user is eavesdropping, add 4 to the DC.	
Weapon and Armor Proficiency	[PH]
A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).	
Wild Shape (Su)	[PH]
a druid has the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with. A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. The new form's Hit Dice can't exceed the character's druid level. 16/ day for 25 hours (Tiny, Small, Medium, Large, Huge or Plant). 2/day for 25 hours (Huge Elemental)	

Feats	
Alertness	[PH]
You have finely tuned senses.	
You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.	
Apprentice	[DMG2]
A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills. This feat must be taken at 1st level. Once you start gaining experience, your methods of learning are already too ingrained for you to be able to gain the benefits of a mentor-apprentice relationship.	
When you select this feat, you gain all the benefits described in this section for being an apprentice.	
Beast Strike	[My]
Benefit: When you make an unarmed strike or grapple check to deal damage, you may add your claw or slam damage to your unarmed strike or grapple damage. Special: A fighter may select Beast Strike as a fighter bonus feat.	
Colossal Wild Shape	[EL]
You can use your wild shape to take the shape of a Colossal animal. If you are able to Wild Shape into other kinds of creatures, this size category is available for them as well.	
Elemental Essence (Acid)	[CV]
You can channel the power of the four elements from the natural world around you.	
When you first select this feat, choose one type of energy: acid, cold, electricity, or fire. This choice cannot thereafter be changed. You can spend one daily use of your wild shape ability to surround your limbs and weapons with an aura of the chosen energy. While this effect is active, each melee attack you make deals an extra 1d6 points of the appropriate type of energy damage. Additionally, you gain resistance 5 against that type of energy. These effects last for 1 minute.	
Special: You can select this feat multiple times. Its effects do not stack. Each time you take it, you must select a different type of energy to which the feat applies. You cannot use this feat to activate multiple energy types at the same time.	
Endurance	[PH]
You are capable of amazing feats of stamina.	
You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.	
Exalted Wild Shape	[BE]
You can use your wild shape ability to take the form of a goodaligned magical beast.	
You can use your wild shape ability to turn yourself into a blink dog, giant eagle, giant owl, pegasus, or unicorn. You can also turn into a celestial version of any animal you could normally transform into. (At the DM's discretion, other magical beast forms might be available to you. In general, only creatures of CR 3 or lower are possible.) You gain the extraordinary and supernatural abilities of the creature. This ability counts as a use of your wild shape ability and functions the same way.	
Great And Small	[CV]
By channeling the spirits of all creatures, you can increase or decrease your size without otherwise changing your form.	
You can spend one daily use of your wild shape ability to either grow or shrink one size category. You cannot use this feat multiple times to grow or shrink more than one category beyond your normal size, nor does this effect stack with others that change your size. You can activate this feat only while in your normal form. This supernatural ability otherwise functions as the spells enlarge person and reduce person (caster level equals your character level).	
Aberration Wild Shape (Granted)	[Lom]
Wild shape into aberrations just as you would animals.	
Diminutive Wild Shape (Granted)	[EL]
You can use wild shape to take the shape of a Diminutive animal.	
Fast Wild Shape (Granted)	[CD]
You assume your wild shape faster and more easily than you otherwise could.	
You gain the ability to use wild shape as a move equivalent action.	
Gargantuan Wild Shape (Granted)	[EL]
You can use your wild shape to take the shape of a Gargantuan animal.	
Urban Tracking (Granted)	[Ci]
You can track down the location of missing persons or wanted individuals within communities.	
To find an individual's trail, or to follow a trail for 1 hour, requires a Gather Information check. You must make another Gather Information check every hour you search, as well as each time the trail becomes more difficult to follow, such as when it takes you to a different part of town. The DC of the check, and the number of checks required to track down you quarry, depends on the community size and the prevailing conditions. If you fail a check, you can retru after 1 hour of questioning, the DM should the number of checks required secretly, so that the player doesn't know exactly how much time the task will require. You can cut the time between Gather Information checks in half (from 1 hour to 30 minutes), but you take a -5 penalty on the check. Obviously, this feat will not allow you to locate someone who has gone beyond the boundaries of the community, but it could inform you that they've done so.	

Proficiencies
Antennae, Antennae Touch, Arm, Armblade, Arms, Arms of Plenty Claws, Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Beard, Beast Claw, Bite, Bite (Lion), Blowgun, Boulder, Buffet, Burning touch, Butt, Chain, Chain Rake, Chameleon Tongue, Claw, Claws, Club, Coat Sleeve, Coil Whip, Constrict, Crossbow (Heavy), Crossbow (Light), Crush, Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Deepspawn Tentacles, Deformity Claw, Deformity Claw, Disintegrating Touch, Draconic Claw, Electricity Ray, Energy Touch, Enervation Ray, Eye Ray, Eye Rays, Eye Rays (Touch), Falchion, Familiar Tentacle, Flail, Flail (Heavy), Foreclaw, Forelimb, Form Of Doom Tentacles, Gauntlet, Gauntlet (Spiked), Ghostly Arm, Glaive, Goblin Stick, Gore, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Half Farspawn Tentacles, Halfspear, Hammer (Light), Hand, Handaxe, Head butt, Head Spike, Head-Tentacle, Hoof, Hoove, Hooves, Horn, Horns, Ice Axe, Illithid Tentacle, Impale, Incorporeal Bite, Incorporeal Hoof, Incorporeal Touch, Intestine Loop, Javelin, Katana, Kick, Kukri, Lance, Lance (Flight), Lance (Heavy), Left Slam, Leg, Light Ray, Long Tentacle, Long Tentacles, Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Mohrg Tongue, Mohrgs Tongue, Morningstar, Needle, Needles, Nettles, Obah-blessed Claws, Obah-blessed Tentacles, Pick (Dire), Pick (Heavy), Pick (Light), Pincer, Pincers, Pressure Dart, Primary Wing Buffet, Pseudopod, Pseudopod Slam, Quarterstaff, Quill, Rake, Ram, Ranged Spell, Ranseur, Rapier, Rapier-hand, Rapier_Hand, Ray, Razor Saw, Right Slam, Rope, Saber, Sap, Scimitar, Scythe, Second Bite, Secondary Wing Buffet, Serpent Bite, Shieldbash, Shock, Shocking Touch, Short Tentacles, Shortbow, Shortspear, Sickle, Skin Slap, Skull Butt, Slam, Slap, Sling, Snake, Snakes, Sonic Lance, Sonic Ray, Sparks, Spear, Spellfire, Spells (Ray), Spells (Touch), Spike, Spiked Armor, Spiked Chain, Spiked Chains, Spikes, Spinning Blade, Spit, Spit Ooze, Spittle, Stamp, Sting, Stinger, Strand, Strike (Unarmed), Swarm, Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Tail, Tail Slam, Tail Slap, Tail Stab, Tail Stinger, Tail Sweep, Tail Touch, Tail Twin Blade, Talon, Taloned Arm, Talons, Tenatacles, Tendril, Tentacle, Tentacle Arm, Tentacle Rake, Tentacles, Thrown Rock, Tongue, Touch, Trident, Truncheon, Trunk, Tusk, Tusk Slask, Unarmed Strike, Vampiric Touch, Wakizashi, Warhammer, Warmace, Web, Wind Scythe, Wing, Wing Slam, Wings

Templates
Amphibious
Divine Minion

Temporary Bonus
Shapeshifting Disguise

Magic Item Spell-like Abilities

At Will Disguise Self

Magic Item Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will Disguise Self	Illusion (Glamer) [Air Shugenja, Illusion Do]	1 standard action	30 minutes [D]	Personal	PH:p.222
<p>[V, S] TARGET: You; EFFECT: You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile [touch] or audible [sound] properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion. [SR:No]</p>					
* =Domain/Speciality Spell					

Son Goku

RACE	Human
AGE	0
GENDER	Male
VISION	Darkvision (60 ft.)
ALIGNMENT	Chaotic Good
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	Custom Campaign
REGION	
DEITY	Outsider
Race Type	

Race Sub Type

Description:
Biography:

