Ānik'urarīti (Inspired by the Lyrakien Azata Bīrabīro) David Tsathar (Azata-Inspired) 6'0" 300 lbs gray Medium Male none RACE & L SIZE GENDER HEIGH. WEIGHT HAIR SKIN Black Butterfly. The Silence Between The Stolen Lands, River Kingdoms 11 Chaotic Good DEIT Abyssal, Tsathar, Common, Celestial Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 18 4 2 **STR** 16 24 2 Tsathar (Monstrous Humanoid) 2 12 0 3 3 2 4 2 2 18 14 4 9 1 0 4 0 1 DEX Warpriest 1 3 2 16 CON 14 NONLETHAI 2 2 INT 14 12 22 6 2 2 WIS 18 2 16 2 3 5 TOTAL HP Warpriest **TOTALS** 1 14 2 4 10 **CHA** ABILITY SCORE 8 RACIAL NOTES ★☑ ACROBATICS ◆ DE) 20 4 3 14 ★□ APPRAISE INT 2 2 ATTACKS & DEFENSE BLUFF CHA 22 0 4 4 AC =10+ CLIMB STR 6 4 3 CRAFT: INT 2 3 14 4 MAXIMUM TOUCH 4 =10 DIPLOMACY CHA 6 1 2 3 ☐ DISABLE DEVICE ◆ DEX 4 SPELI 18 0 0 4 20% LAT-FOOT **-10**+ FAILURE Disguise CHA 2 COMBAT NOTES & MODIFIE ★ ■ ESCAPE ARTIST ◆ DEX 18 4 3 12 DEX 2 VING THROWS CLASS BASE ABILITY ✓ HANDLE ANIMAL CHA 6 1 2 3 5 2 3 **FORT** ∗**☑** HEAL WIS 10 6 3 7 3 4 ∗**☑** INTIMIDATE CHA REF 6 2 3 ☑ KN: engineering INT 6 2 3 WILL 11 5 6 ☑ KN: religion 6 2 3 ☐ Kn: INT 2 ATTACKS BASE ATTACK BONUS ☐ KN: INT 2 MELEE 6 2 4 ☐ Kn: 2 INT ☐ KN: INT 2 RANGED 6 2 4 ■ LINGUISTICS INT 2 \*□ PERCEPTION WIS 9 6 3 **CMB** 8 2 WIS 6 ♠□ PERFORM: 2 ✓ PROF: 8 WIS 10 6 CMD 32 B**2**B 0 12 10+ ∗**⊠** Ride • DEX 4 3 6 SENSE MOTIVE 6 3 10 **FEATS & FEATURES** ☐ SLEIGHT OF HAND • DEX 4 ✓ SPELLCRAFT INT 2 3 Race: Tsathar (ToHC-616) HD: d10; skills 4 + Int Mod Skill Focus (Perception) ★□ STEALTH ◆ DEX 4 ÷**₽** SURVIVAL WIS 10 6 3 Darkvision 90'; Scent - detect others by smell Weapon Focus (kukri) ¥**☑** Swim • 6 3 4 Racial Abilities: +12 escape artist; +14/24 acrobatics (long/high jump) Power Attack -1 attack for +2 damage ☐ USE MAGIC DEVICE СНА 2 STR Natural Armor +4 Improved Initiative +4 STR Weaknesses: Light Blindness STR STR Weapon Proficiency: kukri, net, & shortspear STR Special Attacks: Leap, 10' up, 30' long, leap & attack in same round, STR Summon hydrodaemon @ fifth Ivl (1/day, 40% success) Amphibious - breathe air or water Summon Mote - call mote of light in dark place (1/day) **EXPERIENCE** 0 2.000 Implant - implant egg in host, 1 min injection, 2 week coma Inspired +lvl to a Int/Wis/Cha skill (pick one each day) BASE 30 **SPEED** Slimy - No webs, +12 CMD escape grapple Forever Free - make second save vs binding/holding MISC 4 Azata-Inspired (Adv. Bestiary- 40) Spell-like Abilities: daze, silent image (3/day), confusion, hypnotism (1/day) INIT Lyrakien Azata (faerie butterfly, Bestiary 2, p. 38) Smite Tyranny - if hit, auto critical hit vs lawful evil jerks **HERO** +4 save vs petrification; Shatter Bonds (Su) - magically sunder bonds (at will) SR DR cold/fire resistance 5; electricity resistance 20 Freedom's Burden - acts of binding/imprisoning cause -1 attack/skills/save for day cold 5, fire 5, electricity 20 RESISTANCES **POOL POINTS** Chain Shirt -2 20 25.0 WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL AMMO & NOTES RANGE WEIGHT starknife (thrown) +6 1d8+4 Р 3.0 20,x3 20

+6

+6

+6+1

claws (2)

bite

kukri

1d6+4

1d4+4

1d8+4

20,x2

20,x2

18-20/x2

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FEATS & SPECIAL ABILITIES NAME						F	EATS &	SPECI/	AL ABIL	.ITIES			
Class: Warpriest (ACG) HD: d8 skills: 2 + Int Mod		USES/DAY	USED				NAM	E				USES/DAY	USED
Weapon Proficiency: all simple and martial weapons				1									
Armor Proficiency: All				1									
Spell Casting (Divine) + Orisons CL = 10 + spell lvl +	Wis Mod			1 🗀									
Spontaneous Casting: convert slots into healing spells				┪┝									
Aura: Chaotic Good				┧┝									
Blessings (Su): 2 from deity domains cast 3 + IvI/2 /dag	,			┧┝									
Liberation - ignore impediments to mobility & paralysis effects				┨┝									
Airless Touch: melee touch attack steal foe breath, breath weapons, fort save or ste				┨┝									
Sacred Weapon: deity favored weapon (starknife) or kukri				┧┝									
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				SPELLS							
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0		Read Magic Read	scrolls and spell	books.							
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1		Bless Water M Mak		and saves against fear.							
1		Command One sub									
1		Cure Light Wounds									
1		Detect Chaos/Evil/Goo									
1		Protection from Chaos									
1		Remove Fear Suppresse									
1		Summon Monster I	Summons extra	aplanar creature to fight for you.							
1		Touch of Blindness	- touch attack b	linds one foe/lvl/rnd							
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