

Ānik'urafiti (Inspired by the Lyrakien Azata Bīrabīro)

David

CHARACTER  
**Tsathar (Azata-Inspired)** Medium Male  
 RACE & LA SIZE GENDER  
 11 Chaotic Good Black Butterfly, The Silence Between  
 AGE ALIGNMENT DEITY

PLAYER  
 6'0" 300 lbs none reddish-gold gray  
 HEIGHT WEIGHT HAIR EYES SKIN  
 The Stolen Lands, River Kingdoms  
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Abyssal, Tsathar, Common, Celestial

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	18	4	16	2		
<b>DEX</b>	18	4	14	4		
<b>CON</b>	16	3	14	2		
<b>INT</b>	14	2	12	2		
<b>WIS</b>	22	6	18	2	2	
<b>CHA</b>	14	2	10		4	

**HITPOINTS**

CURRENT HP	HP GAINED	HD
<b>34</b>	24	2
	9	1
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	34	FAVORED CLASS

**CLASS RECORDER**

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Tsathar (Monstrous Humanoid)	2	12		0	3	3	2
Warpriest	0	4	1	2	0	2	1
<b>TOTALS</b>	2	16	1	2	3	5	3

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

**ATTACKS & DEFENSE**

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	22	-10+	4	0	4		4			
<b>TOUCH</b>	14	-10+			4					
<b>FLAT-FOOT</b>	18	-10+	4	0	0		4			

ARMOR CHECK PENALTY **-2**  
 MAXIMUM DEX **4**  
 SPELL FAILURE **20%**

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	5	2	3			
<b>REF</b>	7	3	4			
<b>WILL</b>	11	5	6			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	6	2		4		
<b>RANGED</b>	6	2		4		
<b>CMB</b>	8	2	WIS	6		
<b>CMD</b>	32	-10+	B2B	0	8	12



**SKILLS**

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	20	1	4	3	14
<input type="checkbox"/> APPRAISE	INT	2		2		
<input type="checkbox"/> BLUFF	CHA	2		2		
<input checked="" type="checkbox"/> CLIMB	STR	6	1	4	3	
<input checked="" type="checkbox"/> CRAFT	INT	6	1	2	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	6	1	2	3	
<input type="checkbox"/> DISABLE DEVICE	DEX			4		
<input type="checkbox"/> DISGUISE	CHA	2		2		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	18	1	4	3	12
<input type="checkbox"/> FLY	DEX	2		4		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	6	1	2	3	
<input checked="" type="checkbox"/> HEAL	WIS	10	1	6	3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	6	1	2	3	
<input checked="" type="checkbox"/> KN: engineering	INT	6	1	2	3	
<input checked="" type="checkbox"/> KN: religion	INT	6	1	2	3	
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> LINGUISTICS	INT			2		
<input type="checkbox"/> PERCEPTION	WIS	9		6		3
<input type="checkbox"/> PERFORM	CHA	2		2		
<input checked="" type="checkbox"/> PROF:	WIS	10	1	6	3	
<input checked="" type="checkbox"/> RIDE	DEX	6	1	4	3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	10	1	6	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	6	1	2	3	
<input type="checkbox"/> STEALTH	DEX	2		4		
<input checked="" type="checkbox"/> SURVIVAL	WIS	10	1	6	3	
<input checked="" type="checkbox"/> SWIM	STR	6	1	4	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			2		
<input type="checkbox"/>	STR					
<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

**FEATS & FEATURES**

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Tsathar (ToHC-616) HD: d10; skills 4 + Int Mod	Skill Focus (Perception)
Darkvision 90'; Scent - detect others by smell	Weapon Focus (kukri)
Racial Abilities: +12 escape artist; +14/24 acrobatics (long/high jump)	Power Attack -1 attack for +2 damage
Natural Armor +4	Improved Initiative +4
Weaknesses: Light Blindness	
Weapon Proficiency: kukri, net, & shortspear	
Special Attacks: Leap, 10' up, 30' long, leap & attack in same round,	
Summon hydrodaemon @ fifth lvl (1/day, 40% success)	
Amphibious - breathe air or water	Summon Mote - call mote of light in dark place (1/day)
Implant - implant egg in host, 1 min injection, 2 week coma	Inspired +lvl to a Int/Wis/Cha skill (pick one each day)
Slimy - No webs, +12 CMD escape grapple	Forever Free - make second save vs binding/holding
Azata-Inspired (Adv. Bestiary- 40)	Spell-like Abilities: daze, silent image (3/day), confusion, hypnotism (1/day)
Lyrakien Azata (faerie butterfly, Bestiary 2, p. 38)	Smite Tyranny - if hit, auto critical hit vs lawful evil jerks
+4 save vs petrification;	Shatter Bonds (Su) - magically sunder bonds (at will)
cold/fire resistance 5; electricity resistance 20	Freedom's Burden - acts of binding/imprisoning cause -1 attack/skills/save for day

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Chain Shirt	4	4	-2	20	Lt	25.0
SHIELD						

EXPERIENCE SLOW  MEDIUM  FAST  0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
<b>30</b>					

**INIT** 8 = 4 DEX MOD + 4 MISC MOD

**HERO**

**SR** **DR**

**RESISTANCES** cold 5, fire 5, electricity 20

**POOL POINTS**

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
starknife (thrown)	+6	1d8+4	20,x3	20	P	3.0	
claws (2)	+6	1d6+4	20,x2		S		
bite	+6	1d4+4	20,x2		P		
kukri	+6+1	1d8+4	18-20/x2		S	2.0	



