

Ānik'urati (Inspired by the Lyrakien Azata Bīrabīro)

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

David  
 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>	32	11	18	2	12	
<b>CHA</b>	14	2	10		4	

**HITPOINTS**

CURRENT HP	HP GAINED	HD
<b>119</b>	24	2
	50	5
	50	5
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	129	FAVORED CLASS

**CLASS RECORDER**

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Tsathar (Monstrous Humanoid)	2	12		0	3	3	2
Warpriest	3	20	5	4	1	4	5
Anchorite	3	30		2	3	3	5
<b>TOTALS</b>	8	62	5	6	7	10	12

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

**ATTACKS & DEFENSE**

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	31	-10+	12	0	4	1	4			
<b>TOUCH</b>	15	-10+			4	1				
<b>FLAT-FOOT</b>	26	-10+	12	0	0		4			

ARMOR CHECK PENALTY **-1**  
 MAXIMUM DEX **5**  
 SPELL FAILURE **25%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	9	6	3			
<b>REF</b>	11	7	4			
<b>WILL</b>	21	10	11			

COMBAT NOTES & MODIFIERS  
 second attack at +3



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	12	8		4		
<b>RANGED</b>	12	8		4		
<b>CMB</b>	19	8	WIS	11		
<b>CMD</b>	39	-10+	B8B	DODGE & DEFLECT	STR & DEX	12

**SKILLS**

SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	23	3	4	3	14
<input type="checkbox"/> APPRAISE	2		2		
<input type="checkbox"/> BLUFF	2		2		
<input checked="" type="checkbox"/> CLIMB	7	1	4	3	
<input checked="" type="checkbox"/> CRAFT	6	1	2	3	
<input checked="" type="checkbox"/> DIPLOMACY	6	1	2	3	
<input type="checkbox"/> DISABLE DEVICE			4		
<input type="checkbox"/> DISGUISE	2		2		
<input checked="" type="checkbox"/> ESCAPE ARTIST	21	3	4	3	12
<input checked="" type="checkbox"/> FLY	11	5	4	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	6	1	2	3	
<input checked="" type="checkbox"/> HEAL	24	10	11	3	
<input checked="" type="checkbox"/> INTIMIDATE	6	1	2	3	
<input checked="" type="checkbox"/> KN: engineering	6	1	2	3	
<input checked="" type="checkbox"/> KN: religion	15	10	2	3	
<input checked="" type="checkbox"/> KN: geography	8	3	2	3	
<input checked="" type="checkbox"/> KN: nature	8	3	2	3	
<input type="checkbox"/> KN:			2		
<input type="checkbox"/> KN:			2		
<input type="checkbox"/> LINGUISTICS			2		
<input checked="" type="checkbox"/> PERCEPTION	22	5	11	3	3
<input type="checkbox"/> PERFORM:	2		2		
<input checked="" type="checkbox"/> PROF:	15	1	11	3	
<input checked="" type="checkbox"/> RIDE	7	1	4	3	
<input checked="" type="checkbox"/> SENSE MOTIVE	19	5	11	3	
<input type="checkbox"/> SLEIGHT OF HAND			4		
<input checked="" type="checkbox"/> SPELLCRAFT	10	5	2	3	
<input type="checkbox"/> STEALTH	9		4		6
<input checked="" type="checkbox"/> SURVIVAL	15	1	11	3	
<input checked="" type="checkbox"/> SWIM	7	1	4	3	
<input type="checkbox"/> USE MAGIC DEVICE			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	Point-Blank Shot +1 attack & dam ranged w/in 30'
Weapon Proficiency: kukri, net, & shortspear	Rapid Shot - Make Extra Ranged attack
Special Attacks: Leap, 10' up, 30' long, leap & attack in same round,	Far Shot - no penalty for long-range shots
Summon hydrodaemon @ fifth lvl (1/day, 40% success)	Precise Shot - no penalty for shooting in melee
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 Plate of the Silence Between +3	12	5	-1	25	Hvy	50.0
SHIELD						

EXPERIENCE SLOW  MEDIUM  FAST  105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30	60			

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
Starknives of the Silence Between +3 (thrown)	+12+3+1+2	1d8+4+3+1+2+1d6 fire	19-20,x3	30	P	3.0	
claws (2)	+12+2	1d6+4+2	20,x2		S		
bite	+12+2	1d4+4+2	20,x2		P		
kukri	+12+1+2	1d8+4+2	18-20/x2		S	2.0	



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
21	0	5	5			
22	1st	8	5	3		
23	2nd	7	4	3		
24	3rd	6	3	3		
	4th			2		
	5th			2		
	6th			2		
	7th			2		
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**BLOODLINES & PATRONS**

BLOODLINE/PATRON   
 BLOODLINE/PATRON

**DOMAINS**

DOMAIN   
 SUBDOMAIN   
 DOMAIN   
 SUBDOMAIN   
 DOMAIN   
 SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY   
 FOCUSED   
 PROHIBITED   
 PROHIBITED

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Create Water Creates 2 gallons/level of pure water.						
0			Detect Magic Detects spells and magic items within 60 ft.						
0			Guidance Touched creature gains +1 on one attack roll, saving throw, or skill check						
0			Read Magic Read scrolls and spellbooks.						
0			Stabilize Cause a dying creature to stabilize.						
0			Virtue Touched creature gains 1 temporary hp.						
1			Bless Allies gain +1 on attack rolls and saves against fear.						
1			Bless Water M Makes holy water.						
1			Command One subject obeys selected command for 1 round.						
1			Cure Light Wounds Cures 1d8 damage + 1/level (max +5).						
1			Detect Chaos/Evil/Good/Law Reveals creatures, spells, or objects of selected alignment.						
1			Protection from Chaos/Evil/Good/Law +2 to AC and saves etc. against selected alignment.						
1			Remove Fear Suppresses fear or gives +4 on saves against fear for one subject + one per four levels						
1			Summon Monster I Summons extraplanar creature to fight for you.						
1			Touch of Blindness - touch attack blinds one foe/lvl/rnd						
2			Augury - Learns whether an action will be good or bad.						
2			Bear's Endurance - Subject gains +4 to Con for 1 min./level.						
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.						
2			Burst of Radiance - Fills area with shimmering light, blinding (or dazzling) creatures for 1d4 rounds and damaging evil creatures.						
2			Calm Emotions - Calms creatures, negating emotion effects.						
2			Consecrate - Fills area with positive energy, weakening undead.						
2			Contact Entity I - Ask eldritch entities to find and converse with you.						
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).						
2			Eagle's Splendor - Subject gains +4 to Cha for 1 min./level.						
2			Hold Person - Paralyzes one humanoid for 1 round/level.						
2			Make Whole - Repairs an object						
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.						
2			Protection from Evil, Communal As protection from evil, but divide the duration among creatures touched.-						
2			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.						
2			Summon Monster II - Summons extraplanar creature to fight for you.						

