

Ch'irak'i
 CHARACTER
 Xothotak (Agathion-Invested) Medium Male
 RACE & LA SIZE GENDER
 20 Neutral Good Korada of the Dream Lotus
 AGE ALIGNMENT DEITY
 LANGUAGES: Xothotak, Druidic

David
 PLAYER
 4'11" 125 lbs black black pale
 HEIGHT WEIGHT HAIR EYES SKIN
 Vergan Forest, Razmiran
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16	2		
DEX	20	5	14	2	4	
CON	12	1	10	2		
INT	10	0	12	-2		
WIS	20	5	18		2	
CHA	14	2	16	-2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
42	37	5	Druid	3	10	5	4	1	4	5	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	42	FAVORED CLASS	Druid	TOTALS	3	10	5	4	1	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	7	0	5					
TOUCH	15	-10+			5					
FLAT-FOOT	17	-10+	7	0	0					

SKILLS RANKS TOTAL 10

	DEX	INT	CHA	STR	INT	CHA	DEX	DEX	CHA	WIS	CHA	WIS	WIS	DEX	WIS	STR	CHA	STR	STR	STR	
* ACROBATICS *	3																				
* APPRAISE	0																				
* BLUFF	2																				
* CLIMB *	2																				
* CRAFT:	0																				
* DIPLOMACY	2																				
* DISABLE DEVICE *																					
* DISGUISE	2																				
* ESCAPE ARTIST *	3																				
* FLY *	3																				
* HANDLE ANIMAL																					
* HEAL	5																				
* INTIMIDATE	2																				
* KN: geography																					
* KN: nature	10	5	0	3	2																
* KN:																					
* KN:																					
* KN:																					
* KN:																					
* LINGUISTICS																					
* PERCEPTION	5																				
* PERFORM:	2																				
* PROF:																					
* RIDE *	3																				
* SENSE MOTIVE	5																				
* SLEIGHT OF HAND *																					
* SPELLCRAFT																					
* STEALTH *	7																				
* SURVIVAL	15	5	5	3	2																
* SWIM *	2																				
* USE MAGIC DEVICE																					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	5	4	1			
REF	6	1	5			
WILL	9	4	5			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	7		4			
RANGED	8		5			
CMB	8	3	DEX	5		
CMD	22	-10+	B3B	0	STR & DEX	9

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Xothotak (ToH4, 254) Nature Magic: Know Direction (at will) Guidance (1/day)
 Sneaky +4/+8 Stealth Moving/Still; Stealth Class Skill Natural Spell - cast spells in Wild Shape Form
 Chameleon: Skin changes coloration to match surroundings Wild Speech - speak in Wild Shape Form
 Agathion Invested, (AB, 11) Avoral (B2, 16) named: Neširi Martial Weapon Proficiency (longbow)
 +4 vs poison & petrification; electricity resistance 20 Weapon Focus (longbow) +1 attack
 spell vulnerability: dismissal, dispel good or banishment Endurance +4 Con based skill checks and saves
 - Will save or lose template
 Sacred Attack: +1d6 dam vs evil
 All weapons considered magic & good-aligned for DR
 Spell-like Abilities: gust of wind, speak w/ animals (3/day)
 - lightning (1/day)
 Dex +4
 Agathion Form: (at will) (Cha Mod rnds/day) Polymorph
 +8 Perception, Low-light Vision, Truespeech
 True Seeing, Blur (self only) (1/day) Inhabited: The host is in telepathic contact w/ Agathion

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Xothotak Hide +3	7	5	-2	20	Lt	15.0
SHIELD						

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 15,000 / 23,000

SPEED BASE 30 FLY SWIM CLIMB MISC

INIT 5 = 5 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES electricity 20

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Spear of Xothotak Druid +3 (melee)	+7+3	1d8+4+3	19-20,x3		P	6.0	+1d6 dam vs evil
Spear of Xothotak Druid +3 (ranged)	+8+3	1d8+4+3	19-20,x3	20	P	6.0	
longbow	+8	1d8+4	20,x3	100	P	3.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	4	4			
16	1st	6	3	2	1	
17	2nd	4	2	1	1	
18	3rd	3	1	1	1	
	4th			1		
	5th			1		
	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"/>

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 - +1 on one attack roll, saving throw, or skill check.						
0			Know Direction - You discern north.						
0			Mending - Makes minor repairs on an object.						
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.						
0			Read Magic - Read scrolls and spellbooks.						
0			Spark - Ignites flammable objects.						
0			Stabilize - Cause a dying creature to stabilize.						
1		1	Aspect of the falcon - Gives bonuses on Perception checks and ranged attacks.						
1			Call Animal - Calls the nearest wild animal of the designated type						
1			Calm Animals - Calms 2d4 + level HD of animals.						
1			Charm Animal - Makes one animal your friend.						
1			Commune with Birds - You can ask birds a question.						
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).						
1			Detect Snares and Pits - Reveals natural or primitive traps.						
1			Entangle - Plants entangle everyone in 40-ft. radius.						
1			Pass without Trace - One subject/level leaves no tracks.						
1			Speak with Animals - You can communicate with animals.						
1			Summon Nature's Ally I - Summons creature to fight.						
1			Touch of Bloodletting - This spell causes existing wounds on a target to bleed profusely.						
2		1	Eagle's Splendor - Subject gains +4 to Cha for 1 min./level.						
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.						
2			Animal Aspect - You gain some of the beneficial qualities of an animal.						
2			Animal Messenger - Sends a Tiny animal to a specific place.						
2			Animal Trance - Fascinates 2d6 HD of animals.						
2			Defoliate - destroy plant life in 60' line or 10' radius spread						
2			Endure Elements, Communal - As endure elements, but you may divide the duration among creatures touched.						
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.						
2			Forest Friend - Plants in a forested area become helpful instead of hindering you and your allies.						
2			Hold Animal - Paralyzes one animal for 1 round/level.						
2			Plant Voice - You grant one plant creature the ability to speak, hear, and understand any of the languages you know.						
2			Soften Earth and Stone - Turns stone to clay, or dirt to sand or mud.						

