Ch'irak'i David Xothotak (Agathion-Invested) Medium Male 4'11" 125 lbs black black pale RACE & L GENDER HEIGHT WEIGHT HAIR EYES Vergan Forest, Razmiran 20 Neutral Good Korada of the Dream Lotus Xothotak, Druidic Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ABILITY SCORE 2 18 4 16 **STR** 37 5 Druid 3 10 5 4 2 26 8 5 3 2 14 4 6 45 20 DEX Hinterlander 0 12 1 2 10 CON NONLETHAL INT 10 0 12 -2 WIS 22 6 18 4 TOTALS 6 30 5 6 TOTAL HP Druid 14 2 -2 16 **CHA** ABILITY SCORE & RACIAL NOTES ♠□ ACROBATICS ◆ DE) 6 ATTACKS & DEFENSE ★□ APPRAISE INT 0 BLUFF СНА 0 5 AC **∠** CLIMB STR 6 CRAFT: INT 4 15 5 MAXIMUM **TOUCH** 5 =10+ DIPLOMACY CHA 2 ☐ DISABLE DEVICE ◆ DEX 17 0 0 20% FLAT-FOOT **-10**+ FAILURE ∗□ Disguise СНА ★ ■ ESCAPE ARTIST ◆ DEX 10 Second attack @ +1 DEX 10 AVING THROWS ABILITY ✓ HANDLE ANIMAL CHA 6 1 6 1 **FORT** ∗**☑** HEAL WIS 10 11 3 8 ⋆□ INTIMIDATE СНА REF 2 ☑ KN: geography INT 4 13 6 WILL ☑ KN: nature 6 11 ATTACKS BASE ATTACK BONUS MELEE 10 6 RANGED 14 6 **CMB** 14 6 DEX CMD 28 **B6B** -10+ Race: Xothotak (ToH4, 254) Sneaky +4/+8 Stealth Moving/Still; Stealth 0

		☑ KN: local	INT	4	1	0
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE	MISC	☑ KN: religion	INT	4	1	0
MELEE 10 6 4		☐ Kn:	INT			0
		☐ Kn:	INT			0
RANGED 14 6 8		■ LINGUISTICS	INT			0
CMB 14 6 DEX 8		★☑ PERCEPTION	WIS	12	3	6
		⋆□ Perform:	СНА	2		2
CMD 28 =10+ B6B DO O C T T T T T T T T T T T T T T T T T	400	☑ Prof:	WIS	10	1	6
= 10+ -0- BENECT BEX		* ☑ RIDE •	DEX	10	1	8
		⊕ Sense Motive	wis	6		6
FEATS &	FEATURES	☐ SLEIGHT OF HAND ◆	DEX			8
	FEATS, AND CHARACTER FEATURES	☑ SPELLCRAFT	INT	4	1	0
Race: Xothotak (ToH4, 254)	Nature Magic: Know Direction (at will) Guidance (1/day)	* ✓ STEALTH •	DEX	16	3	8
Sneaky +4/+8 Stealth Moving/Still; Stealth Class Skill	Natural Spell - cast spells in Wild Shape Form	* ■ SURVIVAL	WIS	16	5	6
		*☑ SWIM •	STR	6	1	4
Chameleon: Skin changes coloration to match surroundings	Wild Speech - speak in Wild Shape Form	☐ USE MAGIC DEVICE	СНА	\Box		2
Agathion Invested, (AB, 11) Avoral (B2, 16) named:Neširi	Martial Weapon Proficiency (longbow)		STR			
14 va naisan 8 natrifications alastricity registance 20	Magnan Fagus (langhaw) 11 attack		STR	\Box		
+4 vs poison & petrification; electricity resistance 20	Weapon Focus (longbow) +1 attack		STR			
spell vulnerability: dismissal, dispel good or banishment	Endurance +4 Con based skill checks and saves		STR	\Box		
Will save as less templets	Doint Blank Chat 14 attack 9 damage w/in 201		STR			
- Will save or lose template	Point Blank Shot +1 attack & damage w/in 30'		STR			
Sacred Attack: +1d6 dam vs evil	Rapid Shot - Fire one add'l shot/rnd @ -2	MARK A 🗖 TO SHOW A CLASS * SKILL CAN BE USE			H RANKS	

I 10 SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.

* SKILL CAN BE USED UNTRAINED • ARMOR CHECK PENALTY APPLIES

EXPERIENC SLOW MEDIUM 2	105,000		/	155,000				
		BASE	FLY	SWIM	CLIMB	MISC		
SPEED		40						
INIT	8	=	8 M	_		MISC MOD		
HERO								
SR		DR						
RESISTANCES electricity 20								

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	POOL POINTS	
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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						

All weapons considered magic & good-aligned for DR

Spell-like Abilities: gust of wind, speak w/ animals (3/day)

Agathion Form: (at will) (Cha Mod rnds/day) Polymorph +8 Perception, Low-light Vision, Truespeech

- lightning (1/day)

Dex +4

True Seeing, Blur (self only) (1/day)

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Spear of Xothotak Druid +3 (melee)	+10+3	1d8+4+3	19-20,x3		Р	6.0	+1d6 dam vs evil
Spear of Xothotak Druid +3 (ranged)	+14+3	1d8+4+3	`19-20,x3	20	Р	6.0	
composite longbow of the Dream Lotus +3	+14	1d8+4+3	19-20,x3	100	Р	3.0	

Improved Critical (longbow) - double critical threat range

Many Shot - shoot two arrows w/ first attack of round

Pinpoint Targeting - ignore armor, natural armor, and shield bonuses

Inhabited: The host is in telepathic contact w/ Agathion

FEATC & CDECIAL ADULTIES				FEATC & CDECIAL ADULTUS			
FEATS & SPECIAL ABILITIES NAME	USES/DAY	USED		FEATS & SPECIAL ABILITIES NAME	US	SES/DAY	US
Class: Druid (CRB) HD: d8; skills 4 + Int Mod			_	vk Familiar, named: Ch'ilifīti	+		
Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spea			_	Perception in bright light			
Armor Prof: Light & Medium non-metal Armor; Wooden Shield	s		_	tness (Ex): Master gets +2 perception, sense motive	\perp		_
Spontaneous Casting - Use slot for "Summon Nature's Ally"			Sha				
Can't cast "evil" spells			Emp	pathic Link (Su): share emotions w/ master			
Nature Bond (Ex): Cleric Eagle Domain							
Hawk Familiar, named: Ch'ilifīti (+3 Perception in bright light)			Wild	Shape (Su) - transform into medium animal (1 hr/lvl)			
Hawkeye (Su): +IvI ranged attack or perception (3+WisMod/day)		Res				
Nature Sense (Ex) +2 Knowledge (nature) & Survival			Trackless Step (Ex) - leave no trail in natural surroundings				
Wild Empathy: Improve Attitude of wild animal			Woo	odland Stride (Ex) - Move through undergrowth at normal spe	eed		
EQUIPMENT & MAGIC ITEMS ITEM Prestige Class: Hinterlander (PotR: 18)	es WGT N/A	WEIGHT	*	EQUIPMENT & MAGIC ITEMS Yothotak Hide +3	USES W	/GT N/A	WEI
HD: d10, skills: 4 + Int Mod			\vdash	- makes wearer immune to scent			
Weapon Prof: All simple weapons & longbows			H	makes wears minimals to seem			
Armor Prof: All light and medium armor & Shields				Spear of Xothotak Druid +3 (returning weapon)			
Favored Enemy: Evil Outsiders (Devils, demons, etc.)				- Improved Critical - doubles critical range			
Ranged Attacks: are treated as good				- Control Weather (1/day)			
		$\overline{}$	П.				
Master Archer: Bonus Feats (1,3,5 lvl)				- Lay of the Land (1/day)			
Master Archer: Bonus Feats (1,3,5 lvl) Fast Movement - increase move by 10'			_	- Lay of the Land (1/day) - Commune with Birds (1/day)			
							_
Fast Movement - increase move by 10'				Commune with Birds (1/day)			
Fast Movement - increase move by 10' Favored Terrain (Hinterland) leave no trace,			-	Commune with Birds (1/day)			_
Fast Movement - increase move by 10' Favored Terrain (Hinterland) leave no trace, - +2 knowledge(geography), perception, stealth & survival			-	Commune with Birds (1/day) Tree Stride (1/day)			

foes must make Will save (DC 11 + 1/2 your HD) to attack extraplanar foes that hit must Will save (DC 14 + 1/2 your HD) or be dismissed

DRAG 8 PUSH

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HEAVY 🗖

MODIFIED LOAD

LIGHT 🗹

0

MEDIUM 🗖

if you attack, effect fades for 1d4+1 rounds

Belt of Incredible Dexterity +6

TOTAL

30.0

0

CURRENT LOAD

0

WORN MAGIC ITEM EQUIPMENT BAGS & CONTAINERS BODY: CHEST: EYES: **CURRENCY** FEET: PLATINUM HANDS: GOLD HEAD: SILVER HEADBAND: COPPER NECK: LOADS & LIFT RING: 303 101 202 303 **CARRIED WEIGHT** RING:

CURRENCY

0.0

ARMOR &

WEAPONS

30.0

SHOULDERS:

EQUIPMENT

		SPELLS PER DAY	BLOODLINES & PATRONS			SPELLS PER DAY		
CLASS		Druid LEVEL 9	BLOODLINE/PATRON		CLASS		LEVEL	
L		ABILITY SPELLS	BLOODLINE/PATRON			ABILITY] [SPELLS
16	LEVEL	4 4			SAVE DC LEVEL	TOTAL CLASS BONUS	MISC KN	NOWN
=			DOMAINS				╠	=
17	ıst	7 4 2 1	DOMAIN Eagle (UM)		1st		<u> </u>	_
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	9th		SPECIALITY		9th]L L	
CLOSE: 25FT +	45	MEDIUM: 100FT + 190 LONG: 400FT + 760	FOCUSED		25FT + 25	100FT + 100	LONG: 400FT +	400
5FT / 2 LVL	TOTAL	10FT / LVL 40FT / LVL 700	PROHIBITED		5FT / 2 LVL ZO	TOFT / LVL	40FT / LVL L	NT POINTS
SPELL	0		PROHIBITED		SPELL 0			
			SPELLS					
LEVEL PRE	P USED		AME & DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR REF	FERENCE
0		Create Water - Creates 2 gallons/						
0		Detect Magic - Detects spells and						
0		Guidance - +1 on one attack roll, s						
0		Know Direction - You discern north						
0		Mending - Makes minor repairs on	•					
0		Purify Food and Drink - Purifies 1						
0		Read Magic - Read scrolls and sp						
0		Spark - Ignites flammable objects.						
0		Stabilize - Cause a dying creature	to stabilize.					
	1	Asset of the follows. Gives heavy	as an Dancartian shoots and remard attacks				+	
1	1	Call Animal - Calls the nearest will	es on Perception checks and ranged attacks.				+	
1		Calm Animals - Calms 2d4 + level	<u> </u>				+	
1		Charm Animal - Makes one anima						
1		Commune with Birds - You can as	•				-	
1		Cure Light Wounds - Cures 1d8 da	· · · · · · · · · · · · · · · · · · ·					
1		Detect Snares and Pits - Reveals	· , ,					
1		Entangle - Plants entangle everyo	· · · · · · · · · · · · · · · · · · ·					
1		Pass without Trace - One subject/						
1		Speak with Animals - You can cor						
1	+	Summon Nature's Ally I - Summor					+++	
1		-	ses existing wounds on a target to bleed profusely.				+ + +	
							+ + +	
2	1	Eagle's Splendor - Subject gains	+4 to Cha for 1 min./level.				+ + +	
2			storm cloud deals 3d6 electricity damage.					
2			the beneficial qualities of an animal.					
2		Animal Messenger - Sends a Tiny	·					
2		Animal Trance - Fascinates 2d6 HI					1	
2		Defoliate - destroy plant life in 60' l	ine or 10' radius spread					
2			ents, but you may divide the duration among creatures touched.					
2		Flaming Sphere - Rolling ball of fire	e deals 3d6 fire damage.					
2			become helpful instead of hindering you and your allies.					
2		Hold Animal - Paralyzes one anima	al for 1 round/level.					
2		•	ty to speak, hear, and understand any of the languages you know.					
- 1			one to clay, or dirt to sand or mud.				+ + +	

			SPELLS					0	
2	PREP	USED	Stone Call - 2d6 damage to all creatures in area.	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
2			Summon Nature's Ally II - Summons creature to fight.						
2			Tree Shape - You look exactly like a tree for 1 hour/level.						
2									
2			Wilderness Soldiers - Nearby plants aid you in combat.						
\vdash		4	Wood Shape - Reshapes wooden objects to suit you.						
3		1	Fly - Subject flies at speed of 60 ft.						
3			Aqueous Orb - Creates rolling sphere of water.						
3			Burrow - Target gains a burrow speed of 15.						
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.						
3			Clear Grove - Trees, shrubs, and other thick vegetation move out of the spell's area.						
3			Dominate Animal - One animal obeys your silent mental commands and orders.						
3			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).						
3			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.						
3			Plant Growth - Grows vegetation, improves crops.						
3			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.						
3			Contagion - Infects subject with chosen disease.						
3			Remove Disease - Cures all diseases affecting subject.						
3			Speak with Plants - You can talk to plants and plant creatures.						
3			Stone Shape - Sculpts stone into any shape.						
3			Summon Nature's Ally III - Summons creature to fight.						
			·						
4		1	River of Wind - 120' line of wind does 4d6 nonlethal damage and knocks prone.						
4		-	Aerial Tracks - Track flying creatures through the air.						
4			Aggressive Thundercloud, Greater - Flying storm cloud deals 6d6 electricity damage.						
4			Animal Ambassador - Grant an animal messenger sentience to deliver your message.						
4									
			Arboreal Hammer - Tree branches attack opponents.						
4			Ball Lightning - Flying lightning spheres deal 3d6 electricity damage each.						
4			Blight - Withers one plant or deals 1d6/level damage to plant creature.						
4			Cape of Wasps - Wasp swarm defends or carries you.						
4			Cloud Shape - Subject becomes insubstantial and can fly slowly.						
4			Command Plants - Sways the actions of plant creatures.						
4			Control Water - Raises or lowers bodies of water.						
4			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).						
4			Dispel Magic - Cancels one magical spell or effect.						
4			Flaming Sphere, Greater - Rolling ball of fire deals 6d6 fire damage and ignites targets.						
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.						
4			Protection from Energy, Communal - As protection from energy, but shared						
4			Ride the Waves - Target can breathe water and swim.						
4			Vermin Shape II - As vermin shape, but Tiny or Large.						
4			Summon Nature's Ally IV - Summons creature to fight.						
5		1	Overland Flight - Fly 40' or 64 miles/8 hr		1 hr/lvl				
5			Awaken - Animal or tree gains human intellect.						
5			Baleful Polymorph - Transforms subject into harmless animal.						
5			Call Lightning Storm - As call lightning, but 5d6 damage per bolt						
5			Commune with Nature - Learn about terrain for 1 mile/level.						
5			Control Winds - Changes wind direction and speed.						
5			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).						
5			Fire Snake - Creates a serpentine path of fire 5 ft. long/level that deals 1d6 fire damage/level.						
5			Insect Plague - Wasp swarms attack creatures.						
5			Stoneskin - Grants DR 10/adamantine.						
5			Summon Nature's Ally V - Summons creature to fight.						
5			Transmute Rock to Mud - Transforms two 10-ft. cubes per level.						
5			Tree Stride - Step from one tree to another far away. Barnes (www.neceros.com). Modified by Dan Brink. This product Licensed by Creative Commons License (http://creativecom/						