

Ānik'urati (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 table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS

Hitpoints table with columns: CURRENT HP, HP GAINED, HD, NONLETHAL HP DAM, TEMPORARY HP, TOTAL HP, FAVORED CLASS.

CLASS RECORDER

Class recorder table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Rows for Tsathar (Monstrous Humanoid) and Warpriest.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Attacks & Defense table with columns: ARMOR CLASS, TOUCH, FLAT-FOOT, AC, DODGE, NATURAL, DEFLECT, MISC, TEMP.

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

Saving Throws table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows for FORT, REF, WILL.

Attacks table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows for MELEE, RANGED, CMB, CMD.

COMBAT NOTES & MODIFIERS



SKILLS

Skills table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists various skills like Acrobatics, Appraise, Bluff, etc.

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Feats & Features table with two columns listing various abilities and feats like Race: Tsathar, Darkvision 90', Skill Focus (Perception), etc.

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 [x] FAST [] 15,000 / 23,000

SPEED table with columns: SPEED, BASE, FLY, SWIM, CLIMB, MISC. Values: 30, 60.

INIT 8 = 4 DEX MOD + 4 MISC MOD

HERO

SR DR

RESISTANCES cold 5, fire 5, electricity 20

POOL POINTS

ARMOR & WEAPONS

Armor & Weapons table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row for Plate of the Silence Between +3.

Weapons table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows for Starknives, claws, bite, kukri.

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	4	4			
18	1st	6	4	2		
19	2nd	4	2	2		
	3rd			2		
	4th			1		
	5th			1		
	6th			1		
	7th			1		
	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 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.						