Ānik'urarīti (Inspired by the Lyrakien Azata Bīrabīro) David Tsathar (Azata-Inspired) Male 6'0" 300 lbs gray Medium none RACE & L SIZE GENDER HEIGH. WEIGHT HAIR The Stolen Lands, River Kingdoms Chaotic Good Black Butterfly. The Silence Between 11 Abyssal, Tsathar, Common, Celestial Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 18 4 2 **STR** 16 24 2 Tsathar (Monstrous Humanoid) 2 12 0 3 3 2 4 3 18 14 4 45 5 20 4 1 4 5 DEX Warpriest 5 3 2 16 CON 14 NONLETHAL 2 2 INT 14 12 24 7 2 WIS 18 4 5 32 5 4 4 7 TOTAL HP Warpriest **TOTALS** 14 2 4 10 **CHA** ABILITY SCORE 8 RACIAL NOTES ★☑ ACROBATICS ◆ DE) 23 4 3 14 ★□ APPRAISE INT 2 2 **ATTACKS & DEFENSE** BLUFF CHA AC 30 12 0 4 =10+ CLIMB STR 4 3 CRAFT: INT 2 3 14 4 MAXIMUM TOUCH 5 =10+ DIPLOMACY CHA 6 1 2 3 ☐ DISABLE DEVICE ◆ DEX 4 SPELI 26 12 0 0 4 25% LAT-FOOT **-10**+ FAILURE Disguise CHA 2 COMBAT NOTES & MODIFI ★ ■ ESCAPE ARTIST ◆ DEX 21 3 4 3 12 DEX VING THROWS ABILITY ✓ HANDLE ANIMAL CHA 6 1 2 3 7 4 3 **FORT** ∗**☑** HEAL WIS 15 7 3 5 8 4 4 ∗**☑** INTIMIDATE CHA REF 6 2 3 ☑ KN: engineering INT 6 3 WILL 14 ☑ KN: religion 10 5 2 3 ☐ KN: INT 2 BASE ATTACK BONUS ☐ KN: INT 2 MELEE 9 5 4 ☐ Kn: 2 INT ☐ KN: INT 2 RANGED 9 5 4 ■ LINGUISTICS INT 2 *□ PERCEPTION WIS 10 7 3 **CMB** 12 5 WIS 7 ♠□ PERFORM: 2 ✓ PROF: 8 WIS 11 7 CMD 35 B5B 0 12 -10₊ ∗**⊠** Ride • DEX 4 3 SENSE MOTIVE 15 5 7 3 **FEATS & FEATURES** ☐ SLEIGHT OF HAND 4 DEX 4 ✓ SPELLCRAFT INT 2 3 6 Race: Tsathar (ToHC-616) HD: d10; skills 4 + Int Mod Skill Focus (Perception) ★□ STEALTH ◆ DEX 9 4 ÷**₽** SURVIVAL WIS 11 3 Darkvision 90'; Scent - detect others by smell Weapon Focus (kukri) **⊭** Swiм • 4 3 Racial Abilities: +12 escape artist; +14/24 acrobatics (long/high jump) Power Attack -1 attack for +2 damage ☐ USE MAGIC DEVICE СНА 2 STR Natural Armor +4 Improved Initiative +4 STR Weaknesses: Light Blindness Point-Blank Shot +1 attack & dam ranged w/in 30' STR STR Rapid Shot - Make Extra Ranged attack Weapon Proficiency: kukri, net, & shortspear STR Special Attacks: Leap, 10' up, 30' long, leap & attack in same round, Far Shot - no penalty for long-range shots STR 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) **EXPERIENCE** 15,000 23,000 Implant - implant egg in host, 1 min injection, 2 week coma Inspired +IvI to a Int/Wis/Cha skill (pick one each day) BASE 30 **SPEED** 60 Slimy - No webs, +12 CMD escape grapple Forever Free - make second save vs binding/holding MISC 4 Azata-Inspired (Adv. Bestiary- 40) Spell-like Abilities: daze, silent image (3/day), confusion, hypnotism (1/day) INIT Lyrakien Azata (faerie butterfly, Bestiary 2, p. 38) Smite Tyranny - if hit, auto critical hit vs lawful evil jerks **HERO** +4 save vs petrification; Shatter Bonds (Su) - magically sunder bonds (at will) SR DR cold/fire resistance 5; electricity resistance 20 Freedom's Burden - acts of binding/imprisoning cause -1 attack/skills/save for day RESISTANCES cold 5, fire 5, electricity 20

25

DAMAGE

1d8+4+3+1

1d6+4

1d4+4

1d8+4

Hvy

50.0

CRITICAL

19-20,x3

20,x2

20,x2

18-20/x2

12

ATTACK MODIFIERS

+9+3+1

+9

+9

+9+1

Plate of the Silence Between +3

WEAPON NAME & DESCRIPTION

Starknives of the Silence Between +3 (thrown)

claws (2)

bite

kukri

POOL POINTS

30

WEIGHT

3.0

2.0

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AMMO & NOTES

FEATS & SPECIAL ABILITIE	S							FEATS	& SPE	CIAL AB	ILITIES			
Class: Warpriest (ACG) HD: d8 skills: 2 + Int Mod			USES/DAY	USED	F	ervor - tou	uch heals 2d6	hp (lv	ме /2+Wis	Mod/da	y)		USES/DAY	USED
Weapon Proficiency: all simple and martial weapons					Channel Positive Energy (Su): heal 2d6 hp or damage w/in 30									
Armor Proficiency: All					₋	equires 2	2 fervor uses			-				
Spell Casting (Divine) + Orisons CL = 10 + spell lvl -	+ Wis	Mod			- I		apon (Su) +1	starkn	ife					
Spontaneous Casting: convert slots into healing spe					1 🗀		, ,							
Aura: Chaotic Good					1 🗀									
Blessings (Su): 2 from deity domains cast 3 + IvI/2 /d	av				1									
Liberation - ignore impediments to mobility & paralysis effect		1 rnd			1									
Airless Touch: melee touch attack steal foe breath, breath weapons, fort save or		-			1									
Sacred Weapon: deity favored weapon (starknife) or kuk		_			┧┝									
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	SPELLS PER DAY			BLO	ODLINES & PATRONS	SPELLS PER DAY							
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0					saving throw, or skill check								
0		Read Magic Read so			3 ,								
0		Stabilize Cause a dy											
0		Virtue Touched creat											
1		Bless Allies gain +1 o	on attack rolls	and saves against	fear.								
1		Bless Water M Makes	s holy water.										
1		Command One subje	ect obeys selec	ted command for	1 round.								
1		Cure Light Wounds (Cures 1d8 dam	age + 1/level (max	x +5).								
1		Detect Chaos/Evil/Good											
1		Protection from Chaos/E											
1		Remove Fear Suppresses											
1		Summon Monster I S	Summons extra	planar creature to	fight for you.								
1		Touch of Blindness -	touch attack bl	inds one foe/lvl/rn	d								
2		Augury - Learns whet											
2		Bear's Endurance - S											
2		Bull's Strength - Subj											
2					1d4 rounds and damaging evil creatures.								
2		Calm Emotions - Cal											
2		Consecrate - Fills are	· · · · · · · · · · · · · · · · · · ·										
2		Contact Entity I - Ask			-								
2		Cure Moderate Woun											
2		Eagle's Splendor - St											
2		Hold Person - Paraly		noid for 1 round/le	vei.								
2		Make Whole - Repair		. M.C 4 - 1 - "	1								
2		Owl's Wisdom - Subj											
2					uration among creatures touched								
2					repairs 1d4 ability damage.								
2		Summon Monster II -	- Summons ex	ırapıanar creature	to right for you.								