

Ch'ilifiti (familiar of Ch'irak'i, Xothotak Druid)

David

CHARACTER: Hawk, Tiny, Female, Neutral

PLAYER: 20", 3 lbs, yellow, Vergan Forest, Razmiran



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

LANGUAGES:

Ability score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR (6, -2, 6), DEX (17, 3, 17), CON (11, 0, 11), INT (8, -1, 8), WIS (14, 2, 14), CHA (7, -2, 7)

HITPOINTS

Hitpoints table: CURRENT HP 21, HP GAINED 21, HD 5, TOTAL HP 21

CLASS RECORDER

Class Recorder table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Row: familiar, 3, 0, 0, 4, 2, 4, 5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Attacks & Defense table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows: AC (18), TOUCH (15), FLAT-FOOT (15)

ARMOR CHECK PENALTY 0, MAXIMUM DEX --, SPELL FAILURE 0%

Saving Throws table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows: FORT (4), REF (5), WILL (6)

Attacks table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows: MELEE (3), RANGED (8), CMB (4), CMD (12)

SKILLS

Skills table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Perception, Perform, Ride, Sense Motive, Sleight of Hand, Stealth, Survival, Swim, Use Magic Device.

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Low-light Vision
Skills: Fly +7, Perception +14;
Racial Modifier +8 Perception
Weapon Finesse: Use Dex Mod instead of Str for attack
Natural Armor +3
Tiny +2 AC, attack, -2 CMB, CMD, +4 fly, +8 stealth
Alertness (Ex): Master gets +2 perception, sense motive
Improved Evasion (Ex): Reflex save 0 dam, missed 1/2
Share Spells: cast "you" spells on familiar
Empathic Link (Su): share emotions w/ master
Must stay within 1 mile of master.
Deliver Touch Spells
Speak with Master

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, Init, Hero, SR, DR, Resistances, Pool Points

ARMOR & WEAPONS

Armor & Weapons table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT

Weapons table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Row: talons (2), +3, 1d4-2