

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

David

CHARACTER  
**Hawk** **Tiny** **Female**  
 RACE & LA SIZE GENDER  
**Neutral**  
 AGE ALIGNMENT DEITY

PLAYER  
**20"** **3 lbs** **-** **yellow** **-**  
 HEIGHT WEIGHT HAIR EYES SKIN  
**Vergan Forest, Razmiran**  
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES:

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>6</b>	<b>-2</b>	<b>6</b>			
<b>DEX</b>	<b>17</b>	<b>3</b>	<b>17</b>			
<b>CON</b>	<b>11</b>	<b>0</b>	<b>11</b>			
<b>INT</b>	<b>10</b>	<b>0</b>	<b>10</b>			
<b>WIS</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>CHA</b>	<b>7</b>	<b>-2</b>	<b>7</b>			

### HITPOINTS

CURRENT HP	HP GAINED	HD
<b>43</b>	43	10
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	43	FAVORED CLASS

### CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
familiar	6			6	3	7	10
<b>TOTALS</b>	6	0	0	6	3	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

### ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>20</b>	-10+	0	0	3	2	5			
<b>TOUCH</b>	<b>15</b>	-10+			3	2				
<b>FLAT-FOOT</b>	<b>17</b>	-10+	0	0	0	2	5			

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>6</b>	6	0			
<b>REF</b>	<b>6</b>	3	3			
<b>WILL</b>	<b>9</b>	7	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>6</b>	6		-2	2	
<b>RANGED</b>	<b>11</b>	6		3	2	
<b>CMB</b>	<b>7</b>	6	DEX	3	2	-4
<b>CMD</b>	<b>15</b>	-10+	B6B	0	1	-4

### FEATS & 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 +5
- 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
- Speak with Birds

### SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	3		3		
<input type="checkbox"/> APPRAISE	INT	0		0		
<input type="checkbox"/> BLUFF	CHA	-2		-2		
<input checked="" type="checkbox"/> CLIMB *	STR	2	1	-2	3	
<input type="checkbox"/> CRAFT:	INT	1	1	0		
<input type="checkbox"/> DIPLOMACY	CHA	-2		-2		
<input type="checkbox"/> DISABLE DEVICE *	DEX			3		
<input type="checkbox"/> DISGUISE	CHA	-2		-2		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	4	1	3		
<input checked="" type="checkbox"/> FLY *	DEX	11	1	3	3	4
<input type="checkbox"/> HANDLE ANIMAL	CHA	-1	1	-2		
<input type="checkbox"/> HEAL	WIS	3	1	2		
<input type="checkbox"/> INTIMIDATE	CHA	-2		-2		
<input type="checkbox"/> KN: geography	INT	1	1	0		
<input type="checkbox"/> KN: (nature)	INT	6	6	0		
<input type="checkbox"/> KN: local	INT	1	1	0		
<input type="checkbox"/> KN: religion	INT	1	1	0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	16	3	2	3	8
<input type="checkbox"/> PERFORM:	CHA	-2		-2		
<input type="checkbox"/> PROF:	WIS	3	1	2		
<input checked="" type="checkbox"/> RIDE *	DEX	4	1	3		
<input type="checkbox"/> SENSE MOTIVE	WIS	2		2		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3		
<input type="checkbox"/> SPELLCRAFT	INT	1	1	0		
<input checked="" type="checkbox"/> STEALTH *	DEX	17	3	3	3	8
<input type="checkbox"/> SURVIVAL	WIS	7	5	2		
<input checked="" type="checkbox"/> SWIM *	STR	2	1	-2	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-2		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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  105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	10	60			

<b>INIT</b>	3	=	3	DEX MOD	+		MISC MOD
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**HERO**

**SR** **DR**

**RESISTANCES**

**POOL POINTS**

### ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
talons (2)	+3	1d4-2					