

Ch'irak'i
 CHARACTER
 Xothotak (Agathion-Invested) Medium Male
 RACE & LA SIZE GENDER
 20 Neutral Good Korada of the Dream Lotus
 AGE ALIGNMENT DEITY
 LANGUAGES: Xothotak, Druidic

David
 PLAYER
 4'11" 125 lbs black black pale
 HEIGHT WEIGHT HAIR EYES SKIN
 Vergan Forest, Razmiran
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16	2		
DEX	20	5	14	2	4	
CON	12	1	10	2		
INT	10	0	12	-2		
WIS	18	4	18			
CHA	14	2	16	-2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
10	9	1	Druid	0	2	1	2	0	2	1	
TOTAL HP			TOTALS		0	2	1	2	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	4	0	5					
TOUCH	15	-10+			5					
FLAT-FOOT	14	-10+	4	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	2	1			
REF	5	0	5			
WILL	6	2	4			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	0		4		
RANGED	5	0		5		
CMB	5	0	DEX	5		
CMD	19	-10+	BOB	0	STR & DEX	9



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 3		5		
* APPRAISE	INT 0		0		
* BLUFF	CHA 2		2		
* CLIMB *	STR 2		4		
* CRAFT:	INT 0		0		
* DIPLOMACY	CHA 2		2		
* DISABLE DEVICE *	DEX		5		
* DISGUISE	CHA 2		2		
* ESCAPE ARTIST *	DEX 3		5		
* FLY *	DEX 3		5		
* HANDLE ANIMAL	CHA		2		
* HEAL	WIS 4		4		
* INTIMIDATE	CHA 2		2		
* KN: geography	INT		0		
* KN: nature	INT 6	1	0	3	2
* KN:	INT		0		
* KN:	INT		0		
* KN:	INT		0		
* KN:	INT		0		
* LINGUISTICS	INT		0		
* PERCEPTION	WIS 4		4		
* PERFORM:	CHA 2		2		
* PROF:	WIS		4		
* RIDE *	DEX 3		5		
* SENSE MOTIVE	WIS 4		4		
* SLEIGHT OF HAND *	DEX		5		
* SPELLCRAFT	INT		0		
* STEALTH *	DEX 11	1	5	3	4
* SURVIVAL	WIS 6		4		2
* SWIM *	STR 2		4		
* USE MAGIC DEVICE	CHA		2		
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Xothotak (ToH4, 254) Nature Magic: Know Direction (at will) Guidance (1/day)
 Sneaky +4/+8 Stealth Moving/Still; Stealth Class Skill
 Chameleon: Skin changes coloration to match surroundings
 Agathion Invested, (AB, 11) Avoral (B2, 16) named: Neširi
 +4 vs poison & petrification; electricity resistance 20
 spell vulnerability: dismissal, dispel good or banishment
 - Will save or lose template
 Sacred Attack: +1d6 dam vs evil
 All weapons considered magic & good-aligned for DR
 Spell-like Abilities: gust of wind, speak w/ animals (3/day)
 - lightning (1/day)
 Dex +4
 Agathion Form: (at will) (Cha Mod rnds/day) Polymorph
 +8 Perception, Low-light Vision, Truespeech
 True Seeing, Blur (self only) (1/day) Inhabited: The host is in telepathic contact w/ Agathion

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Xothotak Hide	4	5	-2	20	Lt	15.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
spear (melee)	+4	1d8	20,x3		P	6.0	+1d6 dam vs evil
spear (ranged)	+5	1d8	20,x3	20	P	6.0	

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 0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	electricity 20				
POOL POINTS					

SPELLS PER DAY

CLASS	Druid		LEVEL	1		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	3	3			
15	1st	2	1	1	1	
	2nd			1		
	3rd			1		
	4th			1		
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **110** LONG: 400FT + 40FT / LVL **440**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

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 - +1 on one attack roll, saving throw, or skill check.						
0			Know Direction - You discern north.						
0			Mending - Makes minor repairs on an object.						
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.						
0			Read Magic - Read scrolls and spellbooks.						
0			Spark - Ignites flammable objects.						
0			Stabilize - Cause a dying creature to stabilize.						
1		1	Aspect of the falcon - Gives bonuses on Perception checks and ranged attacks.						
1			Call Animal - Calls the nearest wild animal of the designated type						
1			Calm Animals - Calms 2d4 + level HD of animals.						
1			Charm Animal - Makes one animal your friend.						
1			Commune with Birds - You can ask birds a question.						
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).						
1			Detect Snares and Pits - Reveals natural or primitive traps.						
1			Entangle - Plants entangle everyone in 40-ft. radius.						
1			Pass without Trace - One subject/level leaves no tracks.						
1			Speak with Animals - You can communicate with animals.						
1			Summon Nature's Ally I - Summons creature to fight.						
1			Touch of Bloodletting - This spell causes existing wounds on a target to bleed profusely.						