Ānik'urarīti (Inspired by the Lyrakien Azata Bīrabīro) David Tsathar (Azata-Inspired) 6'0" 300 lbs gray Medium Male none RACE & L SIZE GENDER HEIGH. WEIGHT HAIR SKIN Chaotic Good Black Butterfly. The Silence Between The Stolen Lands, River Kingdoms 11 DEIT Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 Abyssal, Tsathar, Common, Celestial **HITPOINTS CLASS RECORDER** ARILITY SCORE 18 4 2 **STR** 16 24 2 Tsathar (Monstrous Humanoid) 2 12 0 3 3 4 18 14 4 50 5 3 20 4 4 DEX Warpriest 5 1 50 5 Anchorite 3 30 2 3 3 3 2 16 CON 14 NONLETHAI 2 2 INT 14 12 32 11 2 12 WIS 18 8 62 5 6 7 10 TOTAL HP Warpriest **TOTALS** 14 2 4 10 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & ★☑ ACROBATICS ◆ DE) 23 4 3 **ATTACKS & DEFENSE** ★□ APPRAISE INT 2 2 BLUFF CHA AC 31 12 0 4 1 4 =10+ CLIMB STR 7 4 3 CRAFT: INT 6 2 3 15 4 1 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 ★ ■ ESCAPE ARTIST ◆ DEX 21 3 4 3 second attack at +3 DEX 11 5 3 VING THROWS CLASS BASE ABILITY ✓ HANDLE ANIMAL СНА 6 1 2 3 9 6 3 **FORT** ∗**☑** HEAL WIS 24 10 11 3 11 7 4 ∗**☑** INTIMIDATE REF CHA 6 1 2 3 ☑ KN: engineering INT 6 3 21 WILL 10 11 ☑ KN: religion 15 10 2 3 ☑ KN: geography INT 8 3 2 3 BASE ATTACK BONUS ☑ KN: nature INT 2 3 MELEE 12 8 4 ☐ Kn: INT 2 ☐ KN: INT 2 RANGED 12 8 4 ■ LINGUISTICS INT 2 ⋆
✓ PERCEPTION WIS 22 5 11 3 **CMB** 19 8 WIS 11 PERFORM: 2 ✓ PROF: 8 WIS 15 11 3 CMD 39 B8B 12 -10₊ ∗**⊠** Ride • DEX 4 3 SENSE MOTIVE 19 5 11 3 **FEATS & FEATURES** ☐ SLEIGHT OF HAND 4 DEX 4 ✓ SPELLCRAFT INT 10 2 3 Race: Tsathar (ToHC-616) HD: d10; skills 4 + Int Mod Skill Focus (Perception) ★□ STEALTH ◆ DEX 9 4 ÷**₽** SURVIVAL WIS 15 11 3 Darkvision 90'; Scent - detect others by smell Weapon Focus (kukri) **⊭** Swiм • STE 3 4 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** 105.000 155,000 Implant - implant egg in host, 1 min injection, 2 week coma Inspired +lvl to a Int/Wis/Cha skill (pick one each day) BASE **SPEED** 30 60 Slimy - No webs, +12 CMD escape grapple Forever Free - make second save vs binding/holding 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 SR DR RESISTANCES cold 5, fire 5, electricity 20 **POOL POINTS**

2

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12

14

12

3

MISC

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Starknives of the Silence Between +3 (thrown)	+12+3+1+2	1d8+4+3+1+2+1d6 fire	19-20,x3	30	Р	3.0	
claws (2)	+12+2	1d6+4+2	20,x2		S		
bite	+12+2	1d4+4+2	20,x2		Р		
kukri	+12+1+2	1d8+4+2	18–20/x2		S	2.0	

Shatter Bonds (Su) - magically sunder bonds (at will)

Freedom's Burden - acts of binding/imprisoning cause -1 attack/skills/save for day

25

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50.0

12

+4 save vs petrification;

cold/fire resistance 5; electricity resistance 20

Plate of the Silence Between +3

	FEATS & SPECIAL ABILITIES						F	FEAT:	s &	SPECIA	AL ABILITIES			
Cli	nass: Warpriest (ACG) HD: d8 skills: 2 + Int Mod		USES/DAY	USED	☐ F	ervor - to	uch heals 2d6	1	NAME				USES/DAY	USED
_	eapon Proficiency: all simple and martial weapons						ositive Energy					.w/in 30'		
_	mor Proficiency: All				-1 -		2 fervor uses	(Ou)	. 110	- Zuo	np or damage	W/III OO		
-	ell Casting (Divine) + Orisons CL = 10 + spell lvl + V	Mis Mod			⊣ ⊢		eapon (Su) +1	etark	nife				 	_
_	ontaneous Casting: convert slots into healing spells				┨┞	acred vve	sapori (ou) + i	Stark	11110					
_	ra: Chaotic Good	•			┨┞	dditional	Footo:						 	
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_	essings (Su): 2 from deity domains cast 3 + IvI/2 /day eration - ignore impediments to mobility & paralysis effects				- I	odge							 	
⊢					4 P	odge +1	AC							
⊢	as Touch: melee touch attack steal foe breath, breath weapons, fort save or stag				┨┞								-	
Sa	cred Weapon: deity favored weapon (starknife) or kukri	id8 dam												
	EQUIPMENT & MAGIC ITEMS						E	QUIF	ME	NT & I	MAGIC ITEMS	5		
Ħ	Prestige Class: Anchorite (PotR-12)	QTY / USES	WGT N/A	WEIGHT	. #		ves of the Sile					QTY / USES	WGT N/A	WEIGHT
⊢	HD: d8; skills 4 +Int Mod				┨┠	+	struck by bline					+ -		
⊢					┨╟	+						,1		
⊢	Solar Invocation +2 attack and damage vs evil				┨╟	+	reak enchantment, lir					*1		-
⊢	- (2*IvI + Cha Mod = 12/day) (activate as move)				$\dashv \vdash$		ved critical - do	ouble	s tn	reat rar	ige			
⊢	Solar Weapons - Starknives are flaming +1d6 fire dam	1			┨╟	- range	01 30							
⊢	Sun Blade (Su) - kukri undead-bane & sunrod				┨╟	DI-1-	(() - O' D			. 0				
⊢	Bask in Radiance - share solar invocation w/ allies in 30'				┨┝	+	f the Silence B							
⊢					┨┝	+	est a pair of shac		outte	erfly wing	gs, fly 60' (at wil)		
_					┨┞	+	exterity bonus I	imit						
┡					┨┝	- +6 ste	ealth							
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		SPELLS PER DAY			SPELLS PER DAY								
CLASS		Warpriest	VEL 9	LOODLINE/PATRON	Black Butterfly, The Silence E	CLASS				LEVEL			
L		ABILITY	SPELLS B	LOODLINE/PATRON			l			ABILITY		SPELLS	
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	TOTAL	CLASS ABILITY OTHER	CURRENT POINTS	PROHIBITED				TOTAL	CLASS /	BILITY OTHE	R CUI	RRENT POINTS	
SPELL POINTS	0			PROHIBITED			SPELL POINTS	0			⅃L		
					SPELLS								
O PRE	P USED	Create Water Creates		of pure water.		SCHOOL	DL	RATION	RANGE	SAVE	SR	REFERENCE	
0		Detect Magic Detects			60 ft.								
0					saving throw, or skill check								
0		Read Magic Read scro											
0		Stabilize Cause a dyin											
0		Virtue Touched creatur											
1		Bless Allies gain +1 on	n attack rolls and										
1		Bless Water M Makes h	holy water.										
1		Command One subjec	ct obeys selected										
1		Cure Light Wounds Cu	ures 1d8 damage										
1		Detect Chaos/Evil/Good/L	_aw Reveals creat	tures, spells, or o	objects of selected alignment.								
1		Protection from Chaos/Evil	il/Good/Law +2 to										
1		Remove Fear Suppresses fea											
1		Summon Monster I Su	ummons extrapla	nar creature to	fight for you.								
1		Touch of Blindness - to	ouch attack blind	s one foe/lvl/rn	d						\vdash		
2	+	Augury - Learns whether									-		
2		Bear's Endurance - Su									\vdash		
2		Bull's Strength - Subject									-		
2		Burst of Radiance - Fills area with sh						+					
2	+	Calm Emotions - Calm						+-+					
2		Consecrate - Fills area Contact Entity I - Ask e	•								++		
2					-						+		
2		Cure Moderate Wounds Eagle's Splendor - Sub									+		
2		Hold Person - Paralyze											
2	+	Make Whole - Repairs		- 101 104114/16							+		
2		Owl's Wisdom - Subject		is for 1 min /lev	/el								
2					uration among creatures touched								
2					repairs 1d4 ability damage.						+		
2		Summon Monster II - S											
- 1	1				· · · · · · · · · · · · · · · · · · ·	I .	1		I .	1	1 1		

82		0 0	SPELLS				0	8 - 3	
3	PREP	USED	Archon's Aura2 attack, saves, AC w/in 20'	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Bestow Curse –6 ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.						
3			Blindness/Deafness - Makes subject blinded or deafened.						
\vdash									
3			Contact Entity II - Ask more powerful eldritch entities to find and converse with you.						
3			Create Food and Water - Feeds three humans (or one horse)/level.						
3			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).						
3			Dispel Magic - Cancels one magical spell or effect.						
3			Prayer - Allies get +1 bonus on most rolls, enemies –1 penalty.						
3			Protection from Energy - Absorb 12 points/level of damage from one kind of energy.						
3			Remove Blindness/Deafness - Cures normal or magical blindness or deafness.						
3			Remove Curse - Frees object or person from curse.						
3			Remove Disease - Cures all diseases affecting subject.						
3			Resist Energy, Communal - As resist energy, but you may divide the duration among creatures touched.						
3			Returning weapon. Communal - As returning weapon, but you may divide the duration among weapons touched.						
3			Sacred Bond - Cast touch healing spells from a distance.						
3			Searing Light - Ray deals 1d8/two levels damage (more against undead).						
3			Speak with Dead - Corpse answers one question/two levels.						
3			Stone Shape - Sculpts stone into any shape.						
3			Summon Monster III - Summons extraplanar creature to fight for you.						
3			Wind Wall - Deflects arrows, smaller creatures, and gases.						
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