Ch'irak'i David Xothotak (Agathion-Invested) Medium Male 4'11" 125 lbs black pale black RACE & L GENDER HEIGHT WEIGHT HAIR EYES Vergan Forest, Razmiran 20 Neutral Good Korada of the Dream Lotus Xothotak, Druidic Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 2 18 4 16 **STR** 37 5 Druid 3 10 5 4 4 5 20 5 2 14 4 DEX 12 1 2 10 CON NONLETHAL HP DAM INT 10 0 12 -2 20 5 18 2 WIS 3 10 5 4 4 TOTAL HP Druid **TOTALS** 5 14 2 -2 16 **CHA** ABILITY SCORE & ⋆□ ACROBATICS ◆ DE) 5 3 ATTACKS & DEFENSE ★□ APPRAISE INT 0 0 BLUFF СНА 2 0 AC 5 4 =10+ **∠** CLIMB STR 2 CRAFT: INT 0 0 15 5 MAXIMUM **TOUCH** 5 =10+ ⋆□ DIPLOMACY СНА 2 2 ☐ DISABLE DEVICE ◆ DEX 5 17 0 0 20% FLAT-FOOT **-10**+ FAILURE ∗**□** Disguise CHA 2 COMBAT NOTES & MODIFIE ★□ ESCAPE ARTIST ◆ DEX 3 5 DEX 3 5 AVING THROWS ABILITY ✓ HANDLE ANIMAL 2 5 СНА 4 1 **FORT** ∗**☑** HEAL WIS 5 5 * INTIMIDATE 6 1 5 СНА REF 2 ☑ KN: geography INT 0 9 5 WILL 4 ☑ KN: nature INT 10 0 ☐ Kn: INT 0 BASE ATTACK BONUS ☐ KN: INT 0 MELEE 7 3 4 ☐ Kn: INT 0 ☐ KN: INT 0 RANGED 3 8 5 ■ LINGUISTICS INT 0 ⋆
✓ PERCEPTION WIS 5 5 **CMB** 8 3 DEX 5 ♠□ PERFORM: СНА 2 ☑ PROF: WIS 5 CMD 22 B3B 0 10. ∗**⊠** Ride • DEX 5 3 E SENSE MOTIVE 5 5 **FEATS & FEATURES** ☐ SLEIGHT OF HAND ◆ DEX 5 ✓ SPELLCRAFT INT 0 Nature Magic: Know Direction (at will) Guidance (1/day) Race: Xothotak (ToH4, 254) ***** ✓ STEALTH • 5 4 DEX ÷**₽** SURVIVAL WIS 15 5 3 2 Natural Spell - cast spells in Wild Shape Form Sneaky +4/+8 Stealth Moving/Still; Stealth Class Skill **⊭** Swiм • 2 4 Chameleon: Skin changes coloration to match surroundings Wild Speech - speak in Wild Shape Form ☐ USE MAGIC DEVICE СНА 2 STR Martial Weapon Proficiency (longbow) Agathion Invested, (AB, 11) Avoral (B2, 16) named:Neširi STR +4 vs poison & petrification; electricity resistance 20 Weapon Focus (longbow) +1 attack STR STR spell vulnerability: dismissal, dispel good or banishment Endurance +4 Con based skill checks and saves STR - Will save or lose template STR Sacred Attack: +1d6 dam vs evil All weapons considered magic & good-aligned for DR **EXPERIENCE** 15,000 23,000 Spell-like Abilities: gust of wind, speak w/ animals (3/day) BASE 30 **SPEED** lightning (1/day) MISC Dex +4 INIT Agathion Form: (at will) (Cha Mod rnds/day) Polymorph **HERO** +8 Perception, Low-light Vision, Truespeech SR DR True Seeing, Blur (self only) (1/day) Inhabited: The host is in telepathic contact w/ Agathion **RESISTANCES** electricity 20 **POOL POINTS** 7 -2 Xothotak Hide +3 20 Lt 15.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Spear of Xothotak Druid +3 (melee)	+7+3	1d8+4+3	19-20,x3		Р	6.0	+1d6 dam vs evil
Spear of Xothotak Druid +3 (ranged)	+8+3	1d8+4+3	`19-20,x3	20	Р	6.0	
longbow	+8	1d8+4	20,x3	100	Р	3.0	

	FEATS & SPECIAL ABILITIE	S						F	EAT	S &.	SPECIA	AL ARII	LITIES			
Cla	nss: Druid (CRB) HD: d8; skills 4 + Int Mod			USES/DAY	USED	На	wk Fami			NAME	<u> </u>				USES/DAY	USED
Weapon Prof: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear.					. —	Hawk Familiar, named: Ch'ilifīti +3 Perception in bright light							-+			
⊢	nor Prof: Light & Medium non-metal Armor; Woode				_	-	Alertness (Ex): Master gets +2 perception, sense motive									
-	ontaneous Casting - Use slot for "Summon Nature					-		ls: cast "you" s					0 11104110			
⊢÷	n't cast "evil" spells		,			. —		ink (Su): share	_							
_	ture Bond (Ex): Cleric Eagle Domain						-	()								
_	wk Familiar, named: Ch'ilifīti (+3 Perception in bri	aht l	iaht)			Wi	ld Shape	(Su) - transfo	rm i	nto r	nedium	anima	l (1 hr/lv	1)		
_	wkeye (Su): +lvl ranged attack or perception (3+Wi	_				. —		re's Lure (Ex)								
_	ture Sense (Ex) +2 Knowledge (nature) & Survival		- ,			1 —		Step (Ex) - leav					rroundin	gs		
-	d Empathy: Improve Attitude of wild animal					-		tride (Ex) - Mov						_		
_						· <u> </u>										
æ	EQUIPMENT & MAGIC ITEM		QTY / USES	WGT N/A W	EIGHT	*		E(ίΩ	РМ Е _{ЕМ}	NT & I	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
			·			╽┕	Xothota	k Hide +3								
							- makes	wearer immu	ne t	o sce	ent					
L						╽┕										
		\prod					Spear o	f Xothotak Dru	ıid +	-3 (re	eturning	weapo	n)			
Ĺ							- Improv	ed Critical - do	oubl	es c	ritical ra	ange				
Ĺ							- Contro	ol Weather (1/d	lay)							
L						╽┕	- Lay of	the Land (1/da	ay)							
						╽┕	- Comm	une with Birds	(1/	day)						
							- Tree S	Stride (1/day)								
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#				CONTAINE	R	BAGS & CO	N I	AINE		LUME/WEIGI	HT LIMIT/NOTI	ES		WEIGHT
L	BELT:	L														
L	BODY:	\vdash														
	CHEST:	\vdash														
	EYES:	느														
	FEET:			CARRIED	CUR	CARRIED	Y WGT N/A	STORED	×				TREASURE	ARRIED		WEIGHT
Ĺ	HANDS:	PLA	ATINUM						L	_						
Ĺ	HEAD:	_	GOLD													
не	ADBAND:	S	ILVER						L							
Ĺ	NECK:	C	OPPER									LO	ADS & I	LIFT		
Ĺ	RING:	L		<u> </u>					LC	GHT DAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
Ĺ	RING:		RMOR &	CA	1	D WEI	GHT		1	01	202	303		303	606	1515
SH	DULDERS:		EAPONS	CURRENCY	EQUI	PMENT	MISC	TOTAL		0	0		MODIFIED LOAD	0	0	0
Γ	WRIST:	1	30.0	0.0	0	0.0		30.0	cui	RRENT	LOAD	LIGHT	⊿ мі	ерійм 🗖	HEAV	/Y 🔲 🖳

		SPELLS PER DAY	BLOODLINES & PATRONS			SPELLS PER DAY	
CLASS		Druid LEVEL 5	BLOODLINE/PATRON		CLASS		LEVEL
		ABILITY SPELLS	BLOODLINE/PATRON			ABILITY	SPELLS
15	LEVEL	TOTAL CLASS BONUS MISC KNOWN			SAVE DC LEVEL	TOTAL CLASS BONUS	MISC KNOWN
	1		DOMAINS				
16	ıst	6 3 2 1	DOMAIN Eagle (UM)		1st		<u> </u>
17	2nd	4 2 1 1	SUBDOMAIN		2nd		
18	3rd	3 1 1 1 1	DOMAIN		3rd		
	4th	1	DOMAIN		4th		
	5th	1	SUBDOMAIN		5th		i i i i i i i i i i i i i i i i i i i
	6th		DOMAIN		6th		í – i – i
	7th		SUBDOMAIN		7th		
	, ,						¦─ ┤
	8th		WIZARD SPECIALITY SCHOOL		8th		
	9th		SPECIALITY		9th		
CLOSE: 25FT + 5FT / 2 LVL	35	MEDIUM: 100FT + 10FT / LVL 150 LONG: 400FT + 40FT / LVL 600	FOCUSED		CLOSE: 25FT + 5FT / 2 LVL 25	MEDIUM: 100ft + 10ft / LVL 100	LONG: 400FT + 40FT / LVL 400
	TOTAL	CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED		тотя		,
SPELL POINTS	0		PROHIBITED		SPELL 0		
			SPELLS				
LEVEL PR	EP USED	Create Water - Creates 2 gallons/le	ME & DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR REFERENCE
0		Detect Magic - Detects spells and					
0		Guidance - +1 on one attack roll, s	-				
0		Know Direction - You discern north					
0		Mending - Makes minor repairs on					
0		Purify Food and Drink - Purifies 1 c	,				1
0		Read Magic - Read scrolls and spe					
0		Spark - Ignites flammable objects.					
0		Stabilize - Cause a dying creature	to stabilize.				
		7 0					
1	1	Aspect of the falcon - Gives bonuse	es on Perception checks and ranged attacks.				
1		Call Animal - Calls the nearest wild	I 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 asl	k birds a question.				
1		Cure Light Wounds - Cures 1d8 da	mage + 1/level (max +5).				
1		Detect Snares and Pits - Reveals r	natural or primitive traps.				
1		Entangle - Plants entangle everyor	ne in 40-ft. radius.				
1		Pass without Trace - One subject/l	evel leaves no tracks.				
1		Speak with Animals - You can com	nmunicate with animals.				
1		Summon Nature's Ally I - Summon	s creature to fight.				
1		Touch of Bloodletting - This spell cause	es existing wounds on a target to bleed profusely.				
2	1	Eagle's Splendor - Subject gains +					
2			storm cloud deals 3d6 electricity damage.				
2		-	the beneficial qualities of an animal.				
2		Animal Messenger - Sends a Tiny					
2		Animal Trance - Fascinates 2d6 HD					
2		Defoliate - destroy plant life in 60' li	·				
2			nts, but you may divide the duration among creatures touched.				
2		Flaming Sphere - Rolling ball of fire	-				
2			ecome helpful instead of hindering you and your allies.				
2		Hold Animal - Paralyzes one anima					
2			y to speak, hear, and understand any of the languages you know.				
2		Soften Earth and Stone - Turns sto	one to clay, or dirt to sand or mud.				

		va a	SPELLS			w			
LEVEL 2	PREP	USED	NAME & DESCRIPTION Stone Call - 2d6 damage to all creatures in area.	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
2			Summon Nature's Ally II - Summons creature to fight.						
2			Tree Shape - You look exactly like a tree for 1 hour/level.						
2			Wilderness Soldiers - Nearby plants aid you in combat.						
2			Wood Shape - Reshapes wooden objects to suit you.						
3		1	Fly - Subject flies at speed of 60 ft.						
3			Aqueous Orb - Creates rolling sphere of water.						
3			Burrow - Target gains a burrow speed of 15.						
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.						
3			Clear Grove - Trees, shrubs, and other thick vegetation move out of the spell's area.						
3			Dominate Animal - One animal obeys your silent mental commands and orders.						
3			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).						
3			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.						
3			Plant Growth - Grows vegetation, improves crops.						
3			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.						
3			Contagion - Infects subject with chosen disease.						
3			Remove Disease - Cures all diseases affecting subject.						
3			Speak with Plants - You can talk to plants and plant creatures.						
3			Stone Shape - Sculpts stone into any shape.						
3			Summon Nature's Ally III - Summons creature to fight.						
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