

Yachak

Male Owl Totem Direling Druid L6

Alignment	Neutral
Totem	Owl
HP	42
BAB	5 (6 w/ size)
AC	18 (21 w/ buckler)
	(Touch 15, Flat Foot 17)
CMB	4
CMD	18
STR	10 0
DEX	18 4
CON	10 0
INT	14 2
WIS	18 4
CHA	10 0

Age	18 years
Height	3'3"
Weight	37 lb
Initiative	4
Move	20
AP/Level	6
Hit Die	d8
Fort	5
Reflex	6
Will	9

Skills			
Climb	5	1	x
Craft (Poison)	6	1	x
Fly	8	2	x
Handle Animal (+4 Kabir)	10	3	x
Heal	8	1	x
Knowledge (Arcana)	4	2	
Knowledge (Astrology)	7	2	x
Knowledge (Geography)	10	4	x
Knowledge (Nature)	12	5	x
Perception	14	4	x
Profession (Herbalist)	8	1	x
Ride	10	3	x
Spellcraft	10	4	x
Stealth	13 (19)	4	x
Survival	10	1	x
Swim	4	1	x

Class Feats

Nature Bond	Allows for animal companion
Nature Sense	+2 on Knowledge (Nature) and Survival checks
Wild Empathy	Allows diplomacy checks with animals (-4 to magical beasts)
Woodland Stride	May move through undergrowth and normal speed without taking damage
Trackless Step	Leaves no trail in natural surroundings and may not be tracked
Resist Nature's Lure	+4 bonus on saving throws against the spell-like and supernatural abilities and spells that target plants
Wild Shape	Turn into any small or medium creature once per day
Skill Tricks	
Collector of Stories	+5 to identify creature or object
Racial Traits	
Small	+1 size bonus to hit, +1 size bonus to AC
Movement	20'
Low-light Vision	Can see twice as far as humans in conditions of low illumination
Owl-form	May wildshape into an owl a number of times per day equal to half my character level, rounded up
Racial Skill Bonuses	+2 stealth, +2 perception

Weapons

	Atk Bonus	Rng	Damage	Critical
Slingstaff (MW)	1	80 ft	1d6	20 (x3)
Dart	0	20 ft	2d6	19-20 (x2)
Blowgun	0	20 ft	1	20 (x2)
Claw Cesti	1	-	1d3	20 (x2)

Weapon Proficiency
Blowgun, Club, Dagger, Dart, Quarterstaff, Scimitar, Scythe, Sickle, Shortspear, Sling, and Spear

	AC	Armor Check	Max Dex
Stud. Night Leather Armor	3	0	6
Buckler of Blinding	2	0	-
Shul Arm (wild)	3	0	0

	Weight
Gear (light load: 33 lb)	
Shillelagh	0.75
Dart	0.25
Blowgun	0.5
Darts	0
Sling	0
Bullets	2.5
Leather Armor	7.5
Buckler of Blinding	2.5
Belt Pouch (x2)	0.25
Waterskin	4
Cure Light Wounds	-
Enrage Animal Poison	-
Claw Cesti (anthium)	2

Feats

Flyby Attack	Can make an attack before and after moving while flying
Natural Spell	Can cast spells while in animal form
Aspect of the Beast	Night Senses: Gain darkvision 30
Spell Focus (conjunction)	Summons affected as if under the bless spell (+1 attack; +1 to fear)
Augment Summoning	+4 STR & +4 CON to all summons

Traits

Wisdom in the Flesh	Handle Animal is WIS based
Devotee of the Green	+1 Knowledge (nature); +1 Knowledge (geography)

Blessing of the Black Adder

Immunity to snake venom
Part of full attack: single bite @ -5
Bite as standard: 1d3 STR/2
Poison: DC 10 + ½ char. Level + CON = 1d2 dmg. for ½ char level rounds

Languages Bird, Common (T'Noran), Druidic, Elven (Sigil), Sylvan

HP Lethal	_____	Wild Shape	<input type="checkbox"/>
HP Non-Lethal	_____	Owl Form	<input type="checkbox"/>
AP	_____		
Spell Points	<input type="checkbox"/>		
49	<input type="checkbox"/>		
	<input type="checkbox"/>		

Buckler of Blinding

Total 20.25 lb

GP: _____ **SP:** _____ **CP:** _____

Prepared Spells:

Orisons (4) **1st Level (4)** **2nd Level (3)** **3rd Level (2)** **4th Level (1)**

Harmony Pts: _____ (6/11) **Shul-Dranor:** 109

Kabir

Male Animal Companion Tiger

HP	58	Age	3 years	Skills				
BAB	4	Size	Medium	Acrobatics	8	1	x	
AC	24	Weight	255	Climb	6	1	x	
(Touch 13, Flat Foot 18)		Initiative	4	Escape Artist	4	0		
CMB	7	Move	40	Intimidate	0	0		
CMD	22	Hit Die	6	Perception	6	1	x	
		Fort	8	Stealth	8	1	x	
STR	25	6	Reflex	9	Survival	6	1	x
DEX	19	4	Will	4	Swim	6	1	x
CON	17	3						
INT	3	-4						
WIS	15	2						
CHA	10	0						

Attack	Bite	1d8	+10 to hit on
(all primary)	2 Claws	1d8	all attacks
Special	Rake	1d6	-2 free claw attacks during grapple
	Pounce	1d6	-can make a full attack after a charge (inc. rake)
	Grab	1d6	+4 to all comb. man. to grapple; can start grapple on a bite/claw attack w/out provoking; may begin a grab (-20 gmb; creature grabbing not considered grappling)
Natural Armor	AC	Armor Check	Max Dex
	7	-	-
Hide Shirt (MW)	4	-2	4

Feats	Power Attack	-2 attack for +4 damage
	Light Armor Prof.	Proficient with light armor
	Imp. Nat. Attack	Claws become d6
Class Feats	Link	Handle as free action; push as move action; +4 to handle animal w/ companion
	Share Spells	May cast a spell on companion instead of self
	Evasion	Takes no damage on successful Reflex saving throw against half damage

Racial Traits Low-light Vision, Scent

Equipment Saddle (MW)
Saddle Bags (MW)

Breath of the Jungle (level 1)
Range: 100 + 10/level
Area: 40 ft radius; 20 ft high
Casting Time: Standard Action
Duration: Min/Level
Resistance: None
Effect: Increase all poison save DC's by 2

Snake Swiftness Mass (level 2)
Range: 100 + 10/level
Area: 20 ft radius burst
Casting Time: Standard Action
Duration: Instantaneous
Effect: All allies in area can make one immediate attack

Charge of the Juvenile Torosaurus (level 3)
Range: touch
Casting Time: Standard Action
Duration: Round/Level
Effect: Horns deal 1d8 dmg (1d6 small; 2d6 large) and deal double damage (plus 1.5 STR) if part of a charge.
+4 enhancement to natural armor

Owl-form

HP	35	Size	Tiny	Traits	
BAB	4	Weight	4 lb	Retain Low-light visic	
AC	18 (21 w/ shul)	Initiative	5	+2 to Perception and	
(Touch 18, Flat Foot 15)		Move	10	Stealth checks	
CMB	8	Fly	60		
CMD	18	Fly Check	15		
STR	8	-1	Fort	5	
DEX	22	6	Reflex	8	
CON	10	0	Will	9	
INT	14	2			
WIS	18	4			
CHA	10	0			

Beast Shape 2

Tiny:	+4 DEX -2 STR +1 Natural Armor	Benefits:	60 climb; 60 fly (good maneuverability); 60 swim, 60 darkvision, low-light visior scent, grab, pounce, and trip
Small:	+2 DEX +1 Natural Armor		
Medium:	+2 STR +2 Natural Armor		
Large:	+4 STR -2 DEX +4 Natural Armor		

Coatl Form

Functions as Owl form.

All summons gain single poison attack. Lasts one round.

DC= 10 + my WIS + summon spell level

Snake Form

Size S or M

May take any small or medium snake form using my totem shift daily slots.

Arc of Lightning (level 4)
Range: 25 + 5/level
Area: line between two creatures
Casting Time: standard action
Duration: Instantaneous
Resistance: REF half
Effect: 1d6 dmg/level to both creatures and anything between