

# Yachak - Male Owl Totem Direling Druid L8

<b>Alignment</b>	Neutral	Age	20 years
<b>Totem</b>	Owl	Height	3'3"
<b>HP</b>	58	Weight	37 lbs
<b>BAB</b>	6(7)/1(2)	+1 size Initiative	4
<b>AC</b>	18 (21)	+3 shield Move	20
	(Touch 15, Flat Foot 17)	AP/Level	6
<b>CMB</b>	4	Hit Die	d8
<b>CMD</b>	18		
<b>STR</b>	12	2 Fortitude	8
<b>DEX</b>	18	4 Reflex	6
<b>CON</b>	14	2 Will	11
<b>INT</b>	14	2	
<b>WIS</b>	20	5	
<b>CHA</b>	10	2	

<b>Weapons</b>	Atk Bon	Rng	Dmg	Crit
<b>Slingstaff (MW)</b>	1	80 ft	1d6	20 (x3)
<b>Dart</b>	0	20 ft	1d3	19-20 (x2)
<b>Blowgun</b>	0	20 ft	1	20 (x2)
<b>Claw Cesti</b>	1	-	1d3	20 (x2)
<b>Wild Bone Claw +2</b>	2			

<b>Armor</b>	AC	Armr Chk	Max Dex
<b>Wild Carapase Plate +2</b>	5	?	5
<b>Buckler of Blinding</b>	2	0	-

<b>Special</b>			
<b>Poison Dart</b>	000000	dc 19	1d4 CON (once)

<b>Languages</b>	Bird, Common (T'Noran), Druidic, Elven (Sigil), Sylvan
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HP Lethal Wild Shape 000

HP Non-Lethal Spec. Form 0000

AP Buckler Blindin 00

Spell Points  
(61) 00000000000000000000000000000000

Harmony Points \_\_\_\_\_(6/14)

**Prepared Spells:**

<b>Skills</b>	Skill Mod	Ranks
Climb	5	1
Craft (Poison)	7	2
Fly	9	3
Handle Animal	10	3
Heal	8	1
Knowledge (Arcana)	4	2
Knowledge (Astrology)	7	2
Knowledge (Geography)	10	4
Knowledge (Nature)	12	5
Perception	16	6
Profession (Herbalist)	8	1
Ride	10	3
Spellcraft	12	6
Stealth	14 (20)	5
Survival	10	1
Swim	4	1

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

**Gear** (light load: 33 lb)  
Shillelagh  
Dart  
Blowgun  
Darts  
Sling  
Bullets  
Carapase Plate  
Buckler  
Belt Pouch  
Waterskin  
Cure Light Wound  
Enrage Ani. Poison  
Claw Cesti  
Poison Darts  
Bone Claw  
Restoration (lesser)  
Belt of Phys. Might (+2 STR; +2 CON)

<b>Class Feats</b>	
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 at 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 spell-like and supernatural abilities and spells that target plants
Wild Shape	Turn into any diminutive through huge size creature

**Skill Tricks**  
Collector of Stories +5 to identify creature or object

<b>Racial Traits</b>	
Small	+1 size bonus to hit, +1 size bonus to AC
Movement	20 feet
Low-Light Vision	Can see twice as far as humans in conditions of low illumination
Owl-form	May wildshape into an owl a number times per day equal to half character level, rounded up
Racial Skill Bonuses	+2 stealth, +2 perception

<b>Feats</b>	
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 (conj.)	Summons affected as if under the bless spell (+1 attack; +1 to fear)
Augment Summoning	+4 STR & +4 CON to all summons

<b>Traits</b>	
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 + 1/2 char. Level + CON = 1d2 dmg for 1/2 char. Rounds

**Bear's Heart**  
Wildshape/Special into Owlbear or Siege Owlbear with rend ability  
**Strength increase:**  
STR 1 to char. Level; WIS penalty equal to twice STR bonus (bonus' stack); Make WILL save versus DC equal to 10 + STR bonus x 2 : *Failure results in uncontrollable rage attacking friend or foe - effect ends upon losing consciousness*

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

## Kabir

Male Animal Companion Tiger

## Beast Shape 3

<b>HP</b>	64	<b>Age</b>	4 years	<b>Skills</b>	Skill Mod	Ranks	<b>Diminutive:</b>	+6 DEX
<b>BAB</b>	5	<b>Size</b>	Medium	Acrobatics	8	1		-4 STR
<b>AC</b>	24	<b>Weight</b>	255	Climb	6	1	<b>Tiny:</b>	+1 Nat Armor
	(Touch 13, FF 18)	<b>Initiative</b>	4	Escape Artist	4	0		+4 DEX
<b>CMB</b>	7	<b>Move</b>	40	Intimidate	0	0		-2 STR
<b>CMD</b>	22	<b>Hit Die</b>	6	Perception	6	1	<b>Small:</b>	+1 Nat Armor
				Stealth	9	2		+2 DEX
<b>STR</b>	27	<b>7 Fort</b>	11	Survival	6	1	<b>Medium:</b>	+1 Nat Armor
<b>DEX</b>	19	<b>4 Reflex</b>	9	Swim	6	1		+2 STR
<b>CON</b>	19	<b>4 Will</b>	4				<b>Large:</b>	+2 Nat Armor
<b>INT</b>	3	-4						+4 STR
<b>WIS</b>	15	2					<b>Huge:</b>	-2 DEX
<b>CHA</b>	10	0						+4 Nat Armor

<b>Attack</b>	Bite	1d8	+10 on all attacks					+6 STR
(all primary)	2 Claws	1d8						-4 DEX

<b>Special</b>	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 bit/claw attack w/out provoking; may begin a grab (-20 CMB; creature grabbing not considered grappling)

**Gain:** burrow 30; climb 90; fly 90; swim 90; blindsense 30; darkvision 60; low-light vision; scent; constrict; ferocity; grab; jet; poison; pounce; rake; trample; trip; web

## Elemental Body II

Air elemental	+4 DEX
	+3 Nat Armor
Earth	+4 STR
	+5 Nat Armor
Fire	+4 DEX
	+3 Nat Armor
Water	+4 CON
	+5 Nat Armor

	<b>AC</b>	<b>Armor Check</b>	<b>Max Dex</b>
<b>Natural Armor</b>	7	-	-
<b>Hide Shirt (MW)</b>	4	-2	4

<b>Feats</b>	Power Attack
	Light Armor Prof.
	Imp. Nat. Attack
	Comb. Ref.

## Plant Shape 1

Small Plant	+2 CON
	+2 Nat Armor
Med Plant	+2 STR
	+2 CON
	+2 Nat Armor

## Class Feats

Link  
Share Spells  
Evasion

## Racial Traits

Low-light Vision, Scent

## Equipment

Saddle (MW)  
Saddle Bags (MW)  
Collar of Physical Might

# Yachak - Male Owl Totem Direling Druid L8

(+2 DEX; +2 CON)

Formulas	Yachak						
	Total	Base	Racial	Level Adv.	Destiny Pts	Belt	Other
STR	12	12	-2				2
DEX	18	16	2				
CON	14	10	0				2 2
INT	14	13	0		1		
WIS	20	16	2		1	1	
CHA	10	10	0				