Akull Hebeloma

DEITY

quarterstaff

transparent Thalassic Asrai medium female 5'1" 99 lbs transparent gray WEIGHT SKIN GENDER RACE & LA SIZE HEIGHT HAIR EYES 205 Lawful Neutral Northern Okaiyo Ocean Naderi, the Lost Maiden



AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCC	CUPATION				50%	ROL	IEIPIL	AY.	JUDIG	GA		<u>/</u> (0)
LANGUAGES: Common, Aquan and more (see below for full li	ist of languages)					Original	by Neceros. N	Modified	by abelliu	us@yaho	o.com. Vei	sion 1.0.20	12
		MTC				CLA	CC DEC	ODE	ED				
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	HITPO		GAINED	HD	CLAS	S NAME	SS REC			FC HPS	FORT I	EF WIL	L LEVELS
STR 12 1 12			7	1	Lib	rarian		0	8	1	0	0   2	1
DEX 12 1 10 2	ī∣ <b>Q</b>							$\neg$	$\neg$	$\neg$	$\top$	$\top$	
CON 12 1 14 -2	<b>∮</b>   <b>O</b>							$\dashv$	$\dashv$	$\dashv$	$\top$	+	+
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wis 12 1 10 2	TEMPORARY HP												
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RACIAL NOTES					*	ACROBATICS	s <b>+</b>	DE		_	1		2
	& DEFENSE					APPRAISE		IN	_	_	4		
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE		T MISC	TEMP	ARMOR CHECK		BLUFF		СН	_	_	3		$\perp$
AC 15 =10+ 0 0 1	_  _4_			PENALTY	_	CLIMB •	1>	ST	_	_	1		
<b>TOUCH</b> 15 = 10+	<b>1</b> 4			MAXIMUM		E CRAFT: (book □ DIPLOMACY		CH	_	_	3	3	
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<b>FLAT-FOOT</b> 14 = 10 + 0 0 0	4	الـــاك		FAILURE	1 0%	DISGUISE		СН	_		3		
		COMBAT NO	TES & MOD	IFIERS	*	ESCAPE ART	IST +	DE	х <u>з</u>		1		2
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC	ТЕМР		-	1500		FLY •		DE	_		1		
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ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE	MISC	-	6			□ KN:		IN	_	+	4		
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	_				<b>-</b>	PERFORM:		СН	_	_	3		
CMD 17 =10+ BOB   DODGE & STB & DEFFECT   12x	1					☑ PROF: (Libra	arian)	W	_	_	_	3	
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FEATC 0	FEATURES					SENSE MOT  SLEIGHT OF		DE	_	+	1		
	E FEATURES TS, FEATS, AND CHARACTER FEATURES					■ SLEIGHT OF	HAND +	IN	_	3 1	1 4	3	
Class: Librarian HD: d6; skills: 2 + Int Mod	Race: Thalassic Asrai (h	umanoid; aqu	atic, feyk	ith, psionic) (C	ODDD 00\	STEALTH •		DE	_	_	1	+ -	4
Armor Prof: None; Weapon Prof: club, dagger, staf	f Racial Buoyancy:	Racial Buoyancy: -0, Depth Tolerance: 3000 feet							s 1		1		
Faction: Community of Librarians	Glungs: Breathe l	hoth air ar	nd wate	or		SWIM +	R 2	_	_	+-			
					<b>☑</b> USE MAGIC		CH	A 7	1	3	3		
Arcane Bond: Library Card; Arcane School: Divination	Cold Tolerance: +:	2 fort save	e vs co	ld				STR STR	$\vdash$	+			
Library Privilieges: Research +1/+2/+3; Guests (	Ocean's Resolve: +	2 overcom	e psion	ic power re				STR	$\vdash$	+			
								STR		+			
Spontaneous Casting: for spells w/ detect, find, locate or see in name	<del> </del>							STR					
Bonus Skill Ranks +1 Prof odd Ivl; +1 Craft even Iv	Keen Senses: +2	perception	n; Low-	light Visio	<u>n</u> .			STR		$\perp$			
Dissertation: Ethnography: Feykith	Naturally Psionic: W	Vild Talent	feat as	a bonus fea	at (2 pts)	MARK A TO SH	OW A CLASS SI CAN BE USED	KILL. CLA UNTRAIN				A +3 TRAIN LTY APPLIE	
Introduction: Friend of the Feykith (1/day)	& CMB	EXPER	IENCE	. [		0	/	2,00	00				
	<del> </del>	lcy Touch: All natural attacks wield cold damage							BASE	FLY	SWIM	CLIMB	міѕс
	Water Reliant: su	rvive out	of wate	r 1/2 hr/C	on	SPEED		╡┖	20	<u> </u>	30 DEX		] міsc
						INIT HERO	1	_ _	<u> </u>		MOD +		MOD
	Feat: Scribe Scroll  Clever Defense (Ex) + Int Mod to AC							<u> </u>					
					20 001:	SR DR							
	Liquid Body: Criti	cai contiri	nea or	ı Asrai W/	20 only	RESISTANCES							
ARMOR	& WEAPONS					POOL POI	NTS	T					
ARMOR NAME & DESCRIPTION		US MAX DEX P	ENALTY SPE	LL FAIL TYPE	WEIGHT					_			
ARMOR None SHIELD None		+ +			┼								
SHIELD THORIE													
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	1	DAMA		CRITICAL	RANGE	TYPE	WEIGHT	_		АММО &	NOTES	
dagger	+1		1d	4	19-20/x	(2 10	P,S	1.0					

1d6/1d6+1

20/x2

В

4.0

+1

	FEATS & SPECIAL ABILITIES								F	EAT:	S & S	SPECI <i>E</i>	AL ABI	LITIES			
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	EQUIPMENT & MAGIC ITEM:	S							E	QUIF	MEI	NT & T	MAGIC	ITEMS			
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#				CONTAIL	NER	BA	GS & CO	NTA	INE	KS voi	LUME/WEIG	HT LIMIT/NOT	res		WEIGHT
	BELT:																
	BODY:																
	CHEST:																
	EYES:																
	FEET:			CARRII		RREN	CY ED WGT N/A	STO	DRED	×				SURE C	ARRIED		WEIGHT
	HANDS:	PLA	ATINUM														
	HEAD:	(	GOLD														
н	ADBAND:	S	ILVER														
	NECK:	C	OPPER										LG	ADS &	LIET		
	RING:									LIG	HT AD	MEDIUM LOAD	HEAVY LOAD	ADS &	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:			С	ARRI	ED WI	EIGHT			4		88	132	N.	132	264	660
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			SPELLS PER DAY	BLOODLINES & PATRONS		SPELLS PER DAY						
CLA	ss		Librarian LEVEL 1	bloodline/patron	CLA	ss			LEVE	L		
			ABILITY SPELLS	BLOODLINE/PATRON					ABILITY		SPELLS	
	15	O	4 3 BONUS MISC KNOWN			SA	VE DC LEVEL	TOTAL CLAS	SS BONUS	MISC	KNOWN	
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<u> </u>		8th		WIZARD SPECIALITY SCHOOL		ı <u>L</u>	8th		_			
		9th		SPECIALITY Divination			9th					
CLOSE: 25FT +	25		MEDIUM: 100FT + 110 LONG: 440FT + 440	FOCUSED		CLOSE 25FT -	·   25	MEDIUM: 100FT +	100	LONG 400FT	⊦ I 400	
5FT / 2 LV	VL	TOTAL	10FT / LVL 40FT / LVL 100	PROHIBITED		5FT / 2 I	TOTAL	TOFT / LVL	ABILITY OTHE	40FT / L	JERRENT POINTS	
SPE	ELL	0	1	PROHIBITED		SP	ELL 0					
				SDELLS								
LEVEL	PREP	USED		SPELLS  ME & DESCRIPTION	school		DURATION	RANGE	SAVE	SR	REFERENCE	
0			Detect Magic - Detects all spells an		Divinat		1 min/lvl	60'	none	no	PRG:CRB	
0			Detect Poison - Detects poison in o	•	Divinat		instant	close	none	no	PRG:CRB	
0			Detect Psychic Significance - Find	, , ,	Divination instant			40'	none	no	PRG:OA	
0				re gains +2 on one Diplomacy or Intimidate check.	Divination 1 min			touch	will	yes	PC:TEoG	
0			Grasp - Reroll failed Climb check a				instant	touch	fort	_	PPC:HotD	
0			Know Direction - You discern north				instant	personal	none	no	PRG:CRB	
0				1 on one attack roll, saving throw, or skill check.			1 min	touch	will	yes	PRG:CRB	
0			Read Magic - Read scrolls and spe		Divinat		10 min/lvl	personal	none	no	PRG:CRB	
0			Sift - See area as though examining	g it.	Divinat	ion	instant	30'	none	no	PRG:APG	
			Detect Aberration - Reveals presen	ice of aberrations	Divinat	ion	10 min/lvl	long	none	no	PRG:APG	
<u> </u>			Detect Animals or Plants - Detects		Divinat		10 min/lvl	long	none	no	PRG:CRB	
1				mpulsion, and possession of all creatures in area.	Divinat		1 min/lvl	60'	none	no	PC:ASL	
1			· · · · · · · · · · · · · · · · · · ·	creatures, spells, or objects of selected alignment.	Divinat		10 min/lvl	60'	none	no	PRG:CRB	
1				ects or creatures within a 60-foot cone.	Divinat		1 min/lvl	60'	none	no	PPC:PotR	
1			Detect Radiation - Detect radiation		Divinat		10 min/lvl	120'	none	no	PCS:TG	
<u> </u>			Detect Radiation - Betect radiation	•	Divinat		1 min/lvl	60'	none	no	PRG:CRB	
1			Detect Snares and Pits - Reveals n		Divinat		10 min/lvl	60'	none	no	PRG:CRB	
1			Detect the Faithful - Detect other w		Divinat		1 min/lvl	60'	none	no	PC:TEoG	
1			Detect Undead - Reveals undead w	' '	Divinat		1 min/lvl	60'	none	no	PRG:CRB	
1				and items of one alignment emit a ghostly radiance.	Divinat		1 rnd/lvl	personal	none	no	PRG:UC	
1				derstand all spoken and written languages.	Divinat		10 min/lvl	personal	none	no	PRG:CRB	
1			Cultural Adaptation - Adapt to fit the		Divinat		10 min/lvl	personal	none	no	PRG:UI	
<u> </u>			Identify Gives - +10 bonus to identify		Divinat		3 rnd/lvl	close	none	no	PRG:CRB	
1			Mind Thrust I - Mentally deal 1d6 po				instant	close	will		PRG:OA	
1			Share Language - Subject understa		Divinat		24 hrs	touch	will	-	PRG:APG	
<u> </u>			Object Reading - Read psychic imp				1 rnd/lvl	touch	none	no	PRG:OA	
1			, , , ,	ability checks and Charisma-based skill checks.			1 min/lvl	personal	none	no	PCS:ISG	
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